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grand theft auto™

Liberty City Stories

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BASED ON A GAME RATED BY THE ESRB
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COVERS PLAYSTATION® 2 & PSP™

WRITTEN BY TIM BOGENN

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grand theft auto
Liberty City Stories™

Official Strategy Guide
By Tim Bogenn

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GRAND THEFT AUTO: LIBERTY CITY STORIES OFFICIAL STRATEGY GUIDE

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—Tim Bogenn

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WELCOME TO LIBERTY CITY

PROLOGUE

SEVEN years before the events of *Grand Theft Auto 3*, Toni Cipriani, son of renowned Liberty City restauranteur, Ma Cipriani, had killed a man as a favor to Salvatore Leone, head of the Leone Family. As a result, Toni was forced into hiding in a foreign country. It was four long years before the dust settled enough for him to return.

Liberty City has changed considerably during Toni's absence. The political climate is tense. Striking dockers have crippled the transport networks and the usually turbulent criminal underworld has become increasingly unstable. There's an ongoing gang war between the various Mafia factions, brought on suddenly by the all-powerful Forelli Family's descent into a flabby complacency. The Sindacco Family is determined to become the number one crime family in the city, and being secretly backed by the usually neutral Sicilians, they just might reach their goal. Always one to see an opportunity for advancement, Toni decides to use the underworld disorder as a tool to secure his ambition for a place at Salvatore Leone's right hand.

BASICS

PLAYSTATION® 2 CONTROLS

On Foot Controls

Button	**Command**
✕	Sprint/Skip Cutscene
□	Jump
△	Enter Vehicle
○	Attack/Fire Weapon
L2 R2	Cycle Weapon Left/Right
R1	Target
R2 / L2 (while holding R1)	Target Right/Left
L1	Pick Up Object/Center the Camera
SELECT	Camera Modes
START Button	Pause Menu
R3	Look Back
Right Analog Stick	Move Camera
Left Analog Stick	Character Movement

In Vehicle Controls

Button	**Command**
✕	Accelerate
□	Brake/Reverse
△	Exit Vehicle
○	Attack/Fire
Left Analog Stick	Vehicle Control
Right Analog Stick	Move Camera
L1	Cycle Radio
R1	Handbrake
L2	Look Left
R2	Look Right
L3	Horn
R3	Activate Special Missions
L2 + R2	Look Behind

GAME BASICS

First Person Shooting Controls

Button	Command
✕	Sniper Zoom Out
□	Sniper Zoom In
○	Attack/Fire
Left Analog Stick	Move Scope/Aim
L3	Free Aim

PSP CONTROLS

On Foot Controls

Button	Command
✕	Sprint/Zoom Out while targeting
□	Jump/Zoom In while targeting
△	Enter Vehicle
○	Attack/Fire Weapon
Analog Stick	Movement
L Button	Lock or Fine Aim
R Button	Target
Left or Right Arrow	Cycle Weapons/Targets
Up Arrow	Special Mission
Down Arrow	Free Aim (Hold R Button, then Down for Free Aim)

In Vehicle Controls

Button	Command
✕	Accelerate
□	Brake/Reverse
△	Exit Vehicle
○	Attack/Fire
Analog Stick	Vehicle Control
L Button	Hold + Analog direction to switch camera
R Button	Handbrake
Left or Right Arrow	Radio Cycle
Up Arrow	Special Mission
Down Arrow	Horn

IN A NUTSHELL...

Liberty City Stories is *Grand Theft Auto 3* and *Vice City* rolled into one brilliant adventure. The improved controls from the latter are present with the addition of a new feature for more precise manual aiming. The game takes place in Portland, Staunton Island, and Shoreside Vale—*Liberty City*'s three islands. Some areas are different from *Grand Theft Auto 3*, but you must keep in mind that this story takes place three years prior to that story, and cities tend to change during that length of time. It's a blast revisiting the old haunts.

Some of the original characters appear in *Stories*, but they look slightly younger. They also have somewhat different dispositions to those displayed the last time. This shows that the passage of time has not yet shaped their characteristics portrayed in *Grand Theft Auto 3*. In *Liberty City Stories*, you discover these people as they previously were, and over the period of the game you watch as they gradually evolve into the people we interacted with in *Grand Theft Auto 3*.

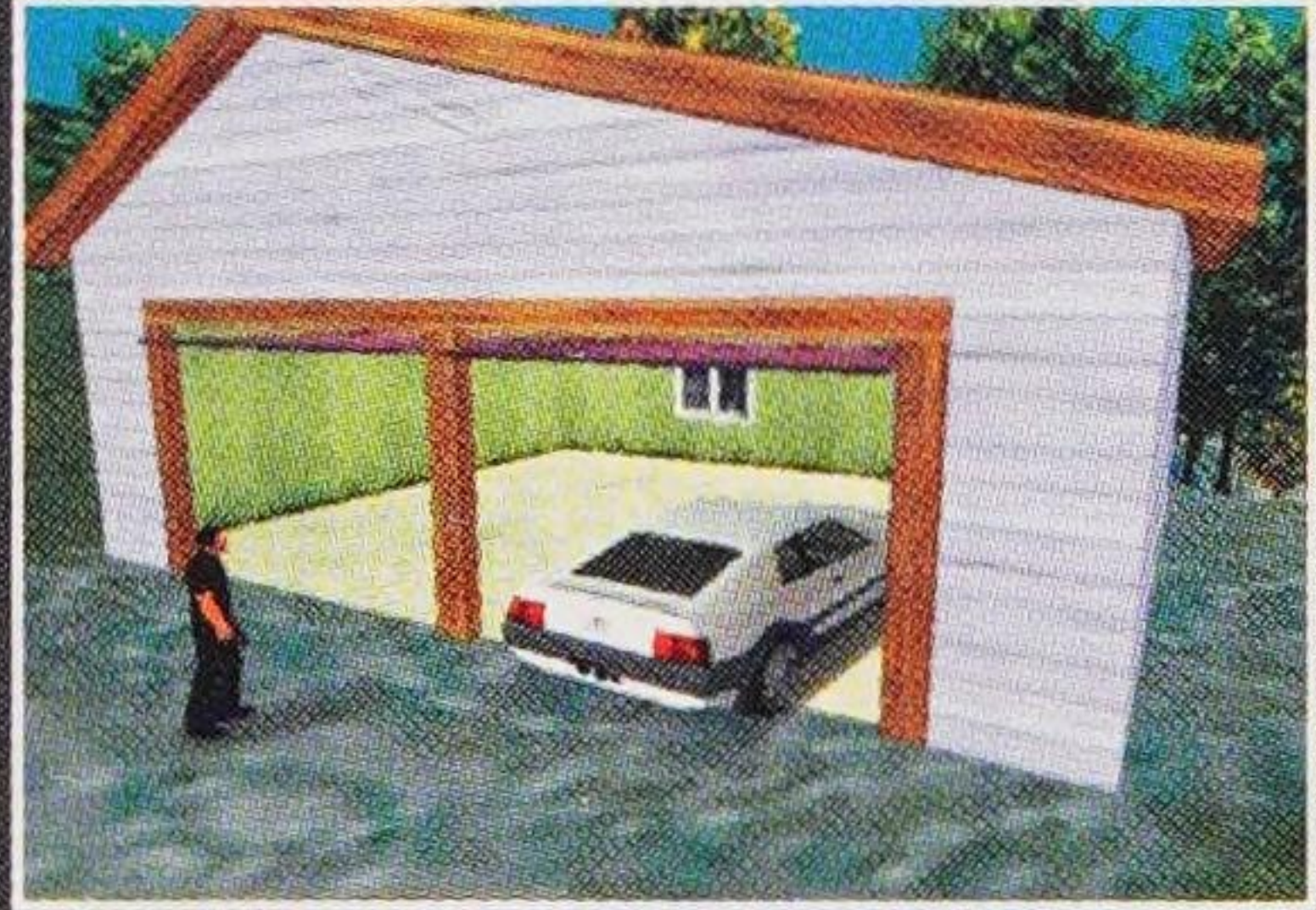
Do these missions sound familiar: *Taking out the Laundry*, *Triads and Tribulations*, and *Blow Fish*? If you're a fan of this series, then you'll recognize these as Toni Cipriani missions. In *Liberty City Stories*, you play as Toni Cipriani before he became the Mob's number one capo.

The melding of *Grand Theft Auto 3* and *Vice City* into *Liberty City Stories* is never as apparent as it is in the game basics. The most notable change to *Liberty City* is the addition of motorcycles and trip skips. On the downside, there's no flying, but if you remember the only flying done in *Grand Theft Auto 3* was in a Dodo—if you could call that flying. The Wanted Level system and the procedures for lowering it remain the same. Remember, you cannot reach a six-star Wanted Level until you reach Shoreside Vale; this involves the military. For those who are new to *Grand Theft Auto*, the following section will explain the fundamentals.

SAVING PROGRESS

You can save at any point in the game, as long as you are not currently involved in a mission. This is done by entering your safe house and collecting the save disc to enter the save menu. Once you save, time advances six hours. A garage, which holds a varying number of vehicles, is located near each safe house on all three islands. Park a vehicle in a garage and save your progress to secure that vehicle for the next time you return to the game.

GARAGE REPAIR TRICK



The old "Garage Repair Trick" is still in place in *Liberty City*. Pull a damaged car into your safe house garage and step out to close the door. When you open the garage again, your damaged vehicle is repaired.

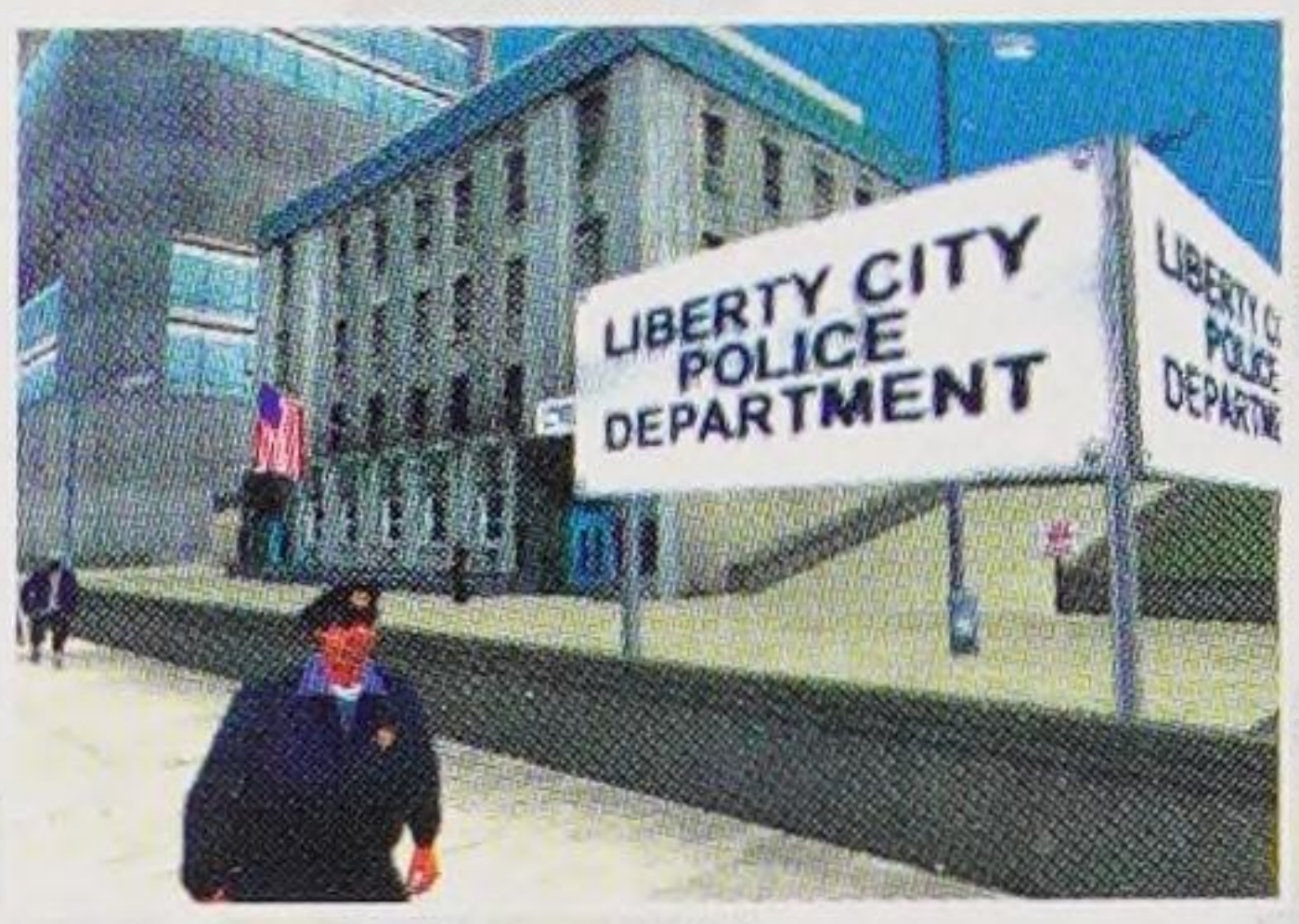
WASTED

If your life is completely drained, you become "wasted" and end up at the nearest hospital to replenish your health. This healthcare comes at a cost, though; the hospital takes $1000 and all your weapons. You will fail the mission if you become wasted during a mission.

AMBULANCE HEALTH TIP

When you enter an ambulance, you recoup 25% of your lost Health. This is a one-time only bonus; you cannot keep re-entering the same ambulance for more bonus Health.

BUSTED



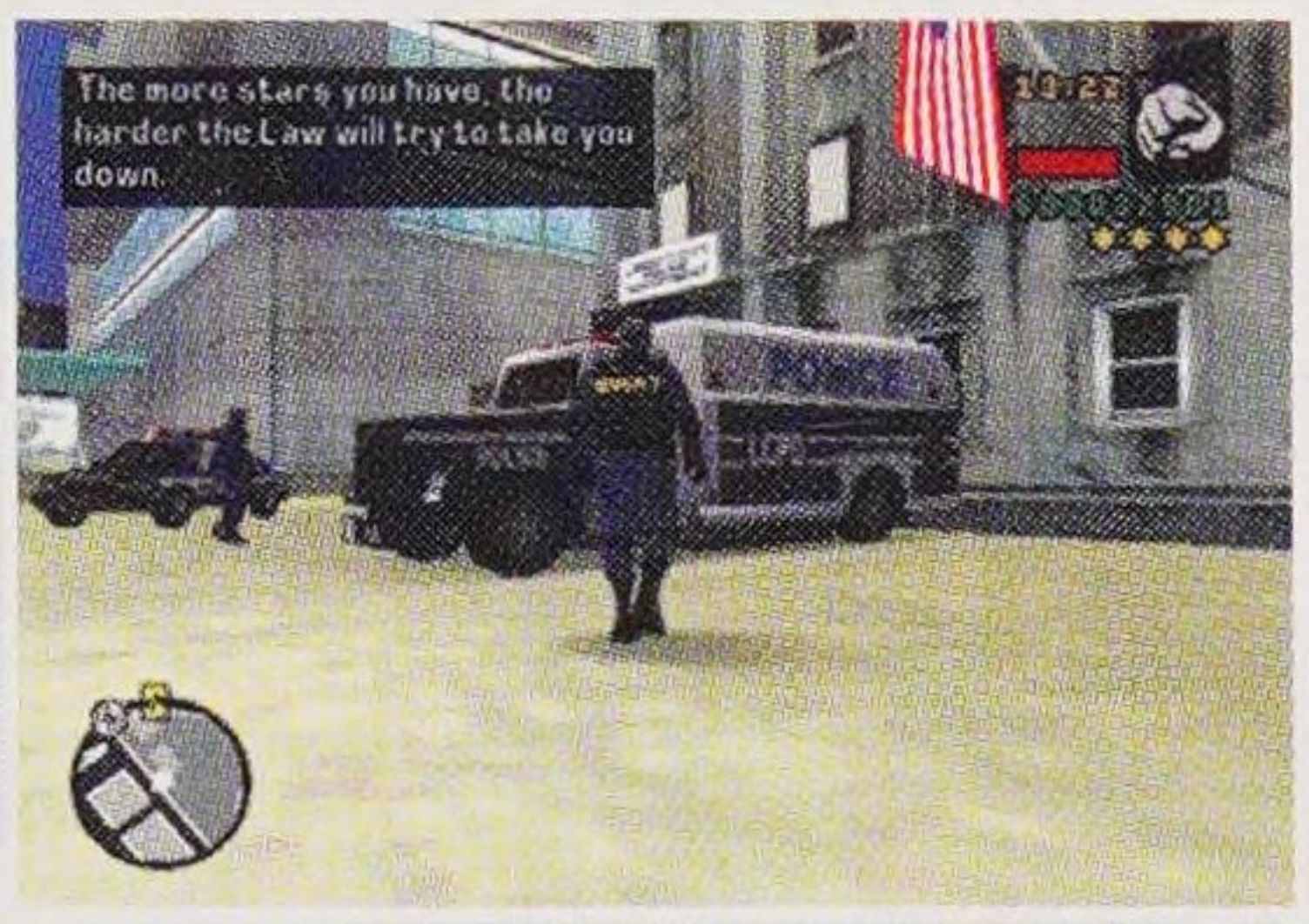
When knocked down or pulled out of a vehicle by any form of law enforcement while a Wanted Level is instated, you are "busted" and will end up at the nearest police station. The cops take $400 in bribes and seize all of your weapons before allowing you to walk out a free man. If they kill you during a battle, you end up at the hospital; wasted, not busted.

WANTED LEVEL

The Wanted Level is measured with six star badges below your Health gauge in the top-right corner of the screen. Each unlawful act you commit registers on this gauge. The worse the crime is, the higher your Wanted Level rises. Committing several petty crimes in a short period of time also raises your Wanted Level. Almost anything illegal creates police attention. The following is an example of things that spark Wanted Levels:

- **Killing a few citizens in a short period of time.**
- **Killing a single citizen in view of a cop.**
- **Jacking vehicles in front of the police.**
- **Running over, shooting, punching, aiming at or wasting a cop.**
- **Bumping into a police car while you're driving.**
- **Attempting to jack a squad car while the police are inside it.**

Your Wanted Level grows if you continue to break the law and do nothing to lower the attention. The higher the Wanted Level, the stronger the increasing law enforcement manpower becomes—from police, to choppers, to SWAT, to FBI, and ultimately the Army. The islands you have unlocked determine the highest Wanted Level possible. The following table explains this and what is expected at each stage of the Wanted Level. Keep in mind that once all three islands are accessible, you could even reach a six-star Wanted Level in Portland.



The more stars you have, the harder the Law will try to take you down.

Wanted Level Breakdown

Portland

Wanted Level	Repercussions
★	LCPD
★★	LCPD level 2
★★★	LCPD level 3 Tire Spikes & a helicopter
★★★★	SWAT with Tire Spikes & a helicopter

Staunton Island

Wanted Level	Repercussions
★	LCPD
★★	LCPD level 2
★★★	LCPD level 3 Tire Spikes & a helicopter
★★★★	SWAT with Tire Spikes & a helicopter
★★★★★	Military with Barracks OL

Shoreside Vale

Wanted Level	Repercussions
★	LCPD
★★	LCPD level 2
★★★	LCPD level 3 Tire Spikes & a helicopter
★★★★	SWAT with Tire Spikes & a helicopter
★★★★★	Military with Barracks OL
★★★★★★	Military with tank

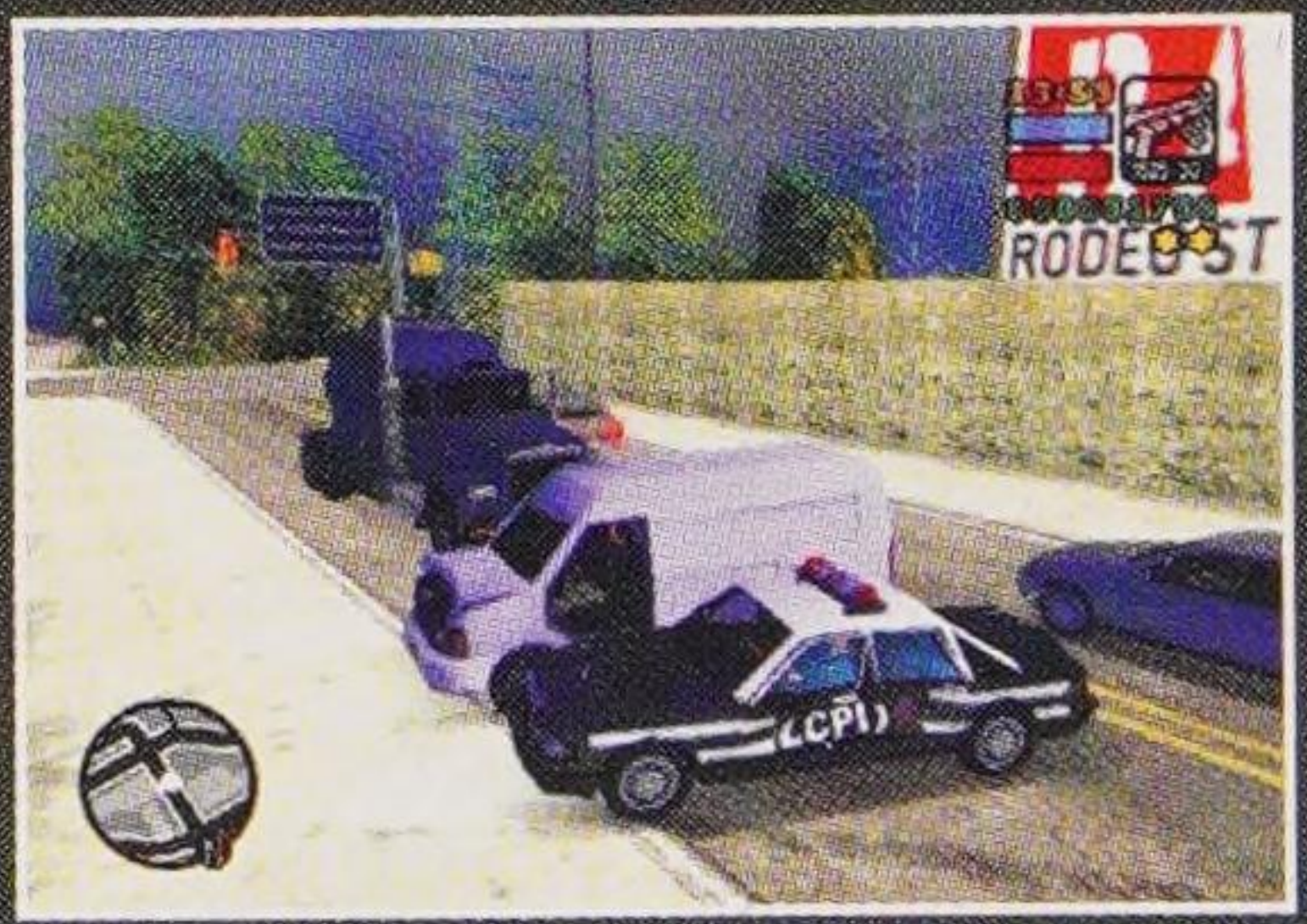
WANTED LEVEL BREAKDOWN

The following is detailed information on what to expect during each Wanted Level stage and what you can do to survive it.

ONE STAR

One star is nothing to worry about unless you are pulled from your vehicle or knocked down to the ground by a police officer. The one-star Wanted Level goes away in a short period of time as long as you get out of the cops' sight and do not commit any more crimes. You can change your clothes, paint your car, and finish the mission you're working on, or drive through a Police Bribe to get rid of the Wanted Level quickly. The threat is low. Only a few cops actively search for you during this Wanted Level stage.

TWO STARS



The police expend more energy trying to bring you in at this level. There are two officers in each squad car and they pursue you more aggressively. The cops are also more apt to shoot first and ask questions later. You can't easily shake anything above a one-star Wanted Level, so you must visit a Pay 'n' Spray, change your clothes, find a Police Bribe, and lay low, or procure two Police Bribes (each bribe clears one star).

THREE STARS

A police helicopter is called into action along with the ground patrol of a Wanted Level two. You'll encounter tire spikes. The quickest way to eliminate this level of awareness is to jump into a car and get a paint job.

FOUR STARS

The cops remain in control of the situation, but an Enforcer-driving, Uzi-packing SWAT team backs them up. You'll find the Enforcers have replaced the police cars at the roadblocks and SWAT members repel out of the pursuing helicopter.

FIVE STARS

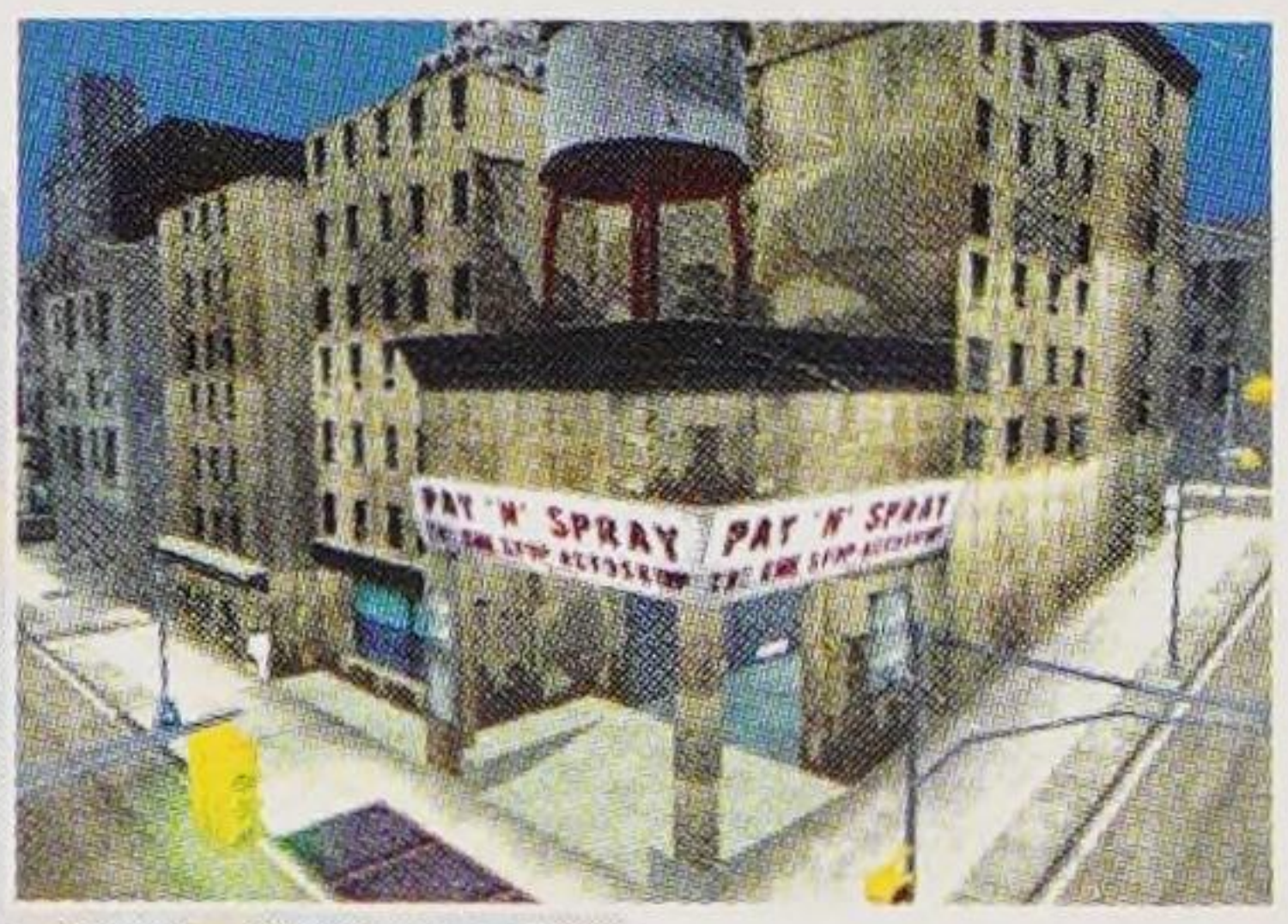
The heat is on! All the forces from the previous Wanted Level stage are present with the military with the Barracks OL.

SIX STARS

The military pushes the police, SWAT, and FBI out of the picture. This is the army's problem now. The pursuing helicopter is the only remaining sign of the previous law enforcement stage. At this maximum Wanted Level, army men and a tank lay down the law.

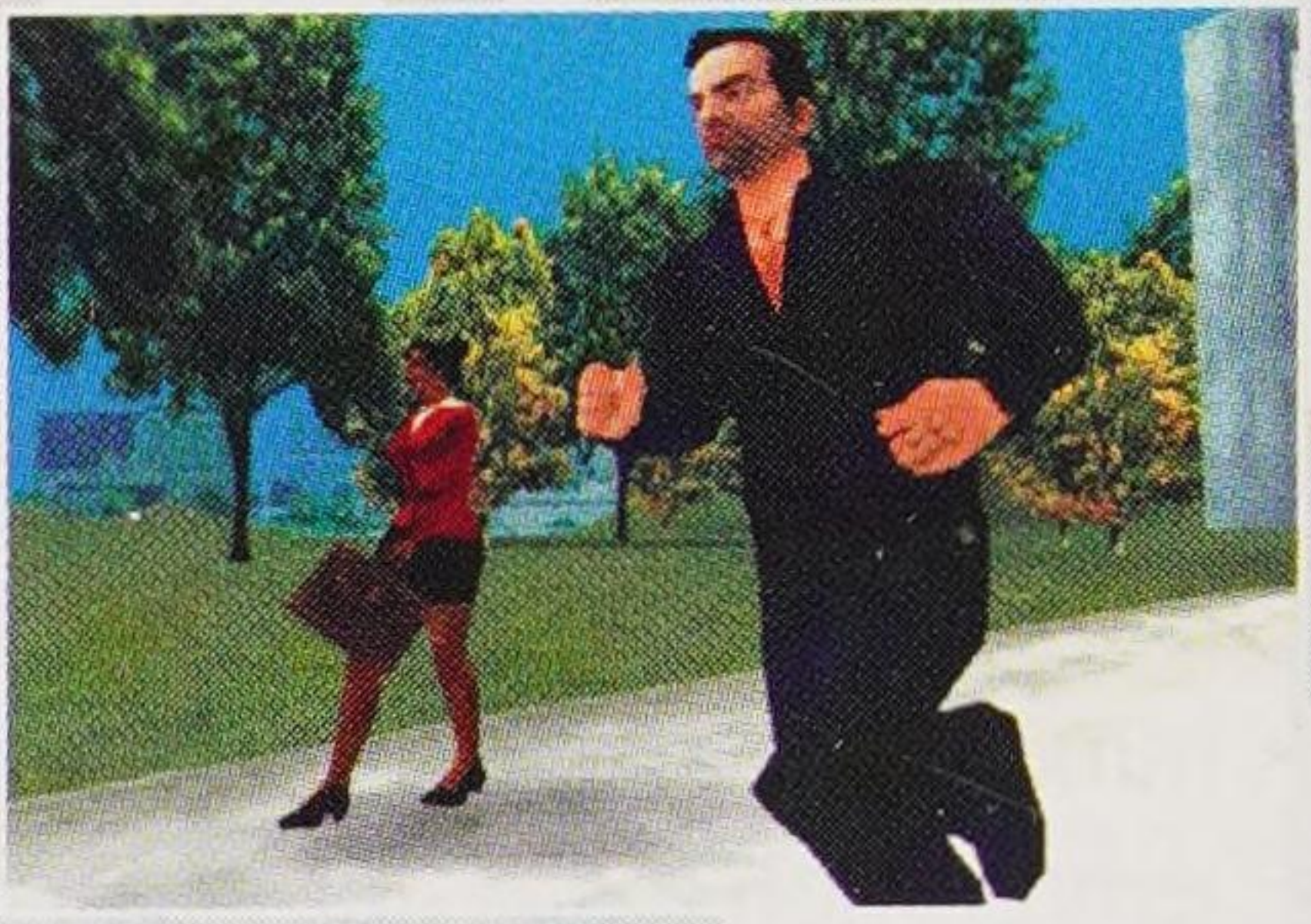
LOWERING WANTED LEVELS

Lying low and not committing any crimes keeps you on the up-and-up—a model citizen; this is also the key to getting rid of a one-star Wanted Level. Anything higher than a one-star Wanted Level and you'll need to hit a Pay 'n' Spray to disguise your vehicle, change your clothes, or complete the mission you're in. These acts reduce any Wanted Level to zero. Collecting Police Bribes reduces the Wanted Level on a one-to-one ratio: for every Police Bribe collected, one star is erased. The most undesirable way to lose a Wanted Level is by getting busted or wasted.



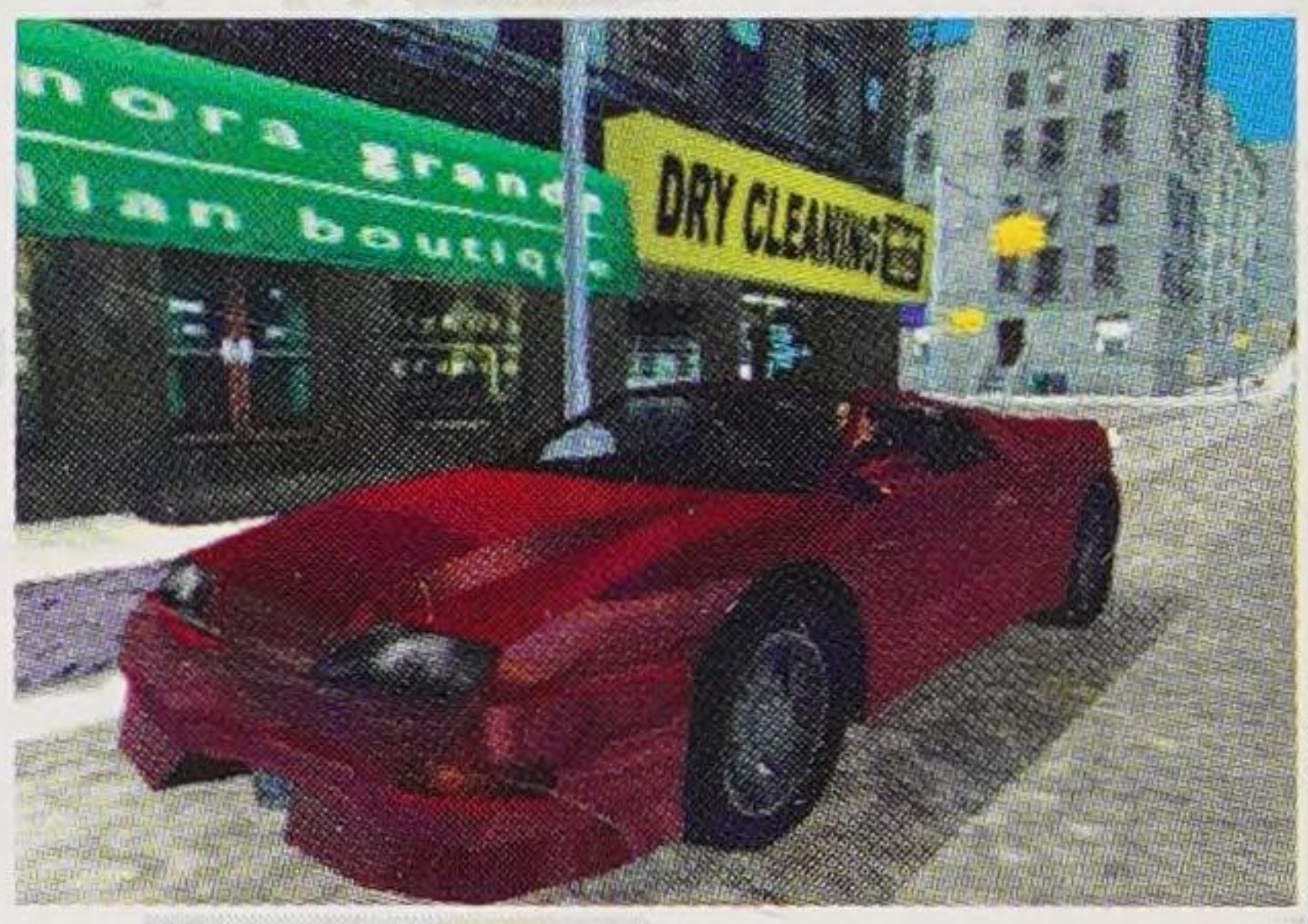
GETTING AROUND TOWN

ON FOOT



Toni can walk just about anywhere in Liberty City, but he cannot swim. Press ⊗ to run. You can sprint until Toni wears out and returns to walking speed. Tapping ⊗ allows you to push Toni a little further as opposed to simply holding the button during the entire sprint. Toni regains his strength more quickly if you stop walking after a sprint.

DRIVING TECHNIQUES



In *Liberty City Stories*, you can drive cars, boats, motorcycles, trucks, tanks, scooters, and RC vehicles. Unfortunately, though, you will not be taking to the skies.

To commandeer any vehicle, simply walk up to it and press △ to jack it. If it's unlocked, then it's yours. Take off quickly to avoid being pulled out by the previous owner or any nearby cops.

DRIVE-BYS

Drive-bys can be performed when you have a type of submachine gun, then enter any car, motorcycle, or boat. Drive-by capable weapons are: Tec-9, Mac10, MP5K, and Uzi. Drive-bys are performed by pressing L2 or R2, depending if you want to fire left or right, and shooting with the Circle button (on PSP: left or right on the Analog Stick while pressing the L button). Aiming a drive-by attack is done by positioning the side of the vehicle in direction of your target. The only difference with motorcycle drive-bys is the ability to shoot forward over the handlebars. You can aim straight ahead at your target while on a bike. During a forward drive-by, you only need to hold the fire button and aim with steering.

GAME BASICS

CORNER DRIFTING

A drifting turn is performed by applying a hard handbrake in conjunction with quick, sharp turn and a decent amount of speed. This should create a controlled slide around a sharp corner while maintaining speed and control. The back tires of the vehicle break traction and whip toward the outside of the turn, allowing you to steer the vehicle in the desired direction more quickly. Practice this move and use it religiously. This technique allows you to maintain high speeds while cornering.

BAILING OUT

If your vehicle catches fire, it's time to bail out! Vehicles catch on fire with excessive damage or eventually after being flipped over. You can exit a stopped or speeding vehicle by pressing △. If the vehicle is burning, run away; you don't want to get caught in the explosion. You can even use flaming vehicles as mobile missiles by speeding toward your target and then bailing out.

TRIP SKIPS

First appearing in *Vice City* before becoming a mainstay in *Grand Theft Auto*, Trip Skips have made their way to *Liberty City*—and they are very much welcome. Look for the cab with the blue marker overhead after failing a mission, then hop in and it'll take you to the location where you picked up the last mission. The cabbie takes $9.00 for fare when you reach your destination.

LIBERTY CITY POLICE DEPARTMENT
TAXI
LC 8323

ALTERNATIVE TRANSPORTATION

FERRY

Once Staunton Island is available, the Ferry between Portland and Staunton can be used. To use this mode of travel, wait at the ferry port until a boat has docked. A yellow marker then appears nearby. Enter it and pay $25 for the trip. If you do not wish to watch the entire trip, then just press ⊗ to skip ahead to the destination. Once Shoreside Vale is open, you can use a ferry from Staunton to Shoreside Vale and back.

EL TRAIN

The El Train is located exclusively in Portland. It runs from the beginning of the game. Simply climb up to one of the elevated stations and wait for the train to arrive. Press △ to enter and ride to the next station, then again to exit when you reach the desired station.

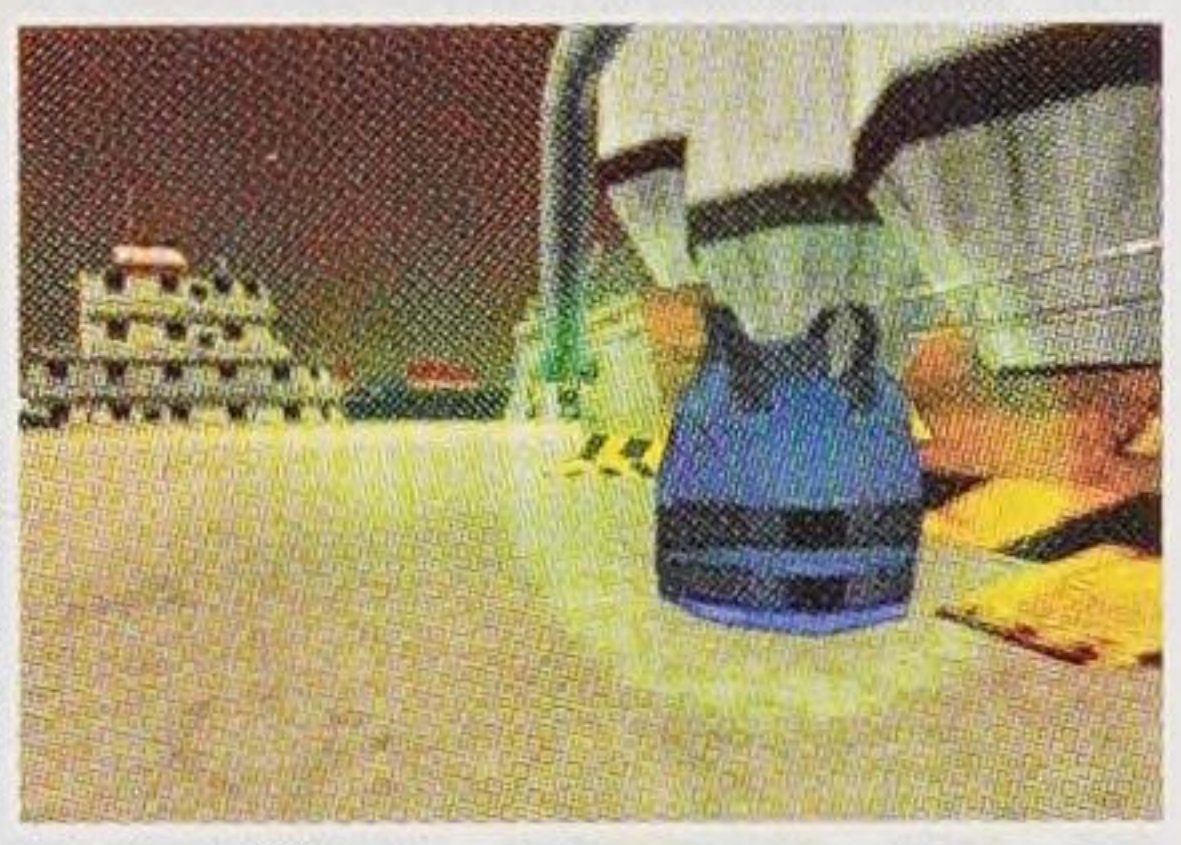
SUBWAY

The subway begins running between islands once all three are accessible. To use this mode of transportation, you must find an underground subway station, follow the stairs all the way to the lower level to the tracks, and then wait for a train. Press △ to board the train. When you reach the subway station in the area or island you desire, press △ again to exit.

ITEMS

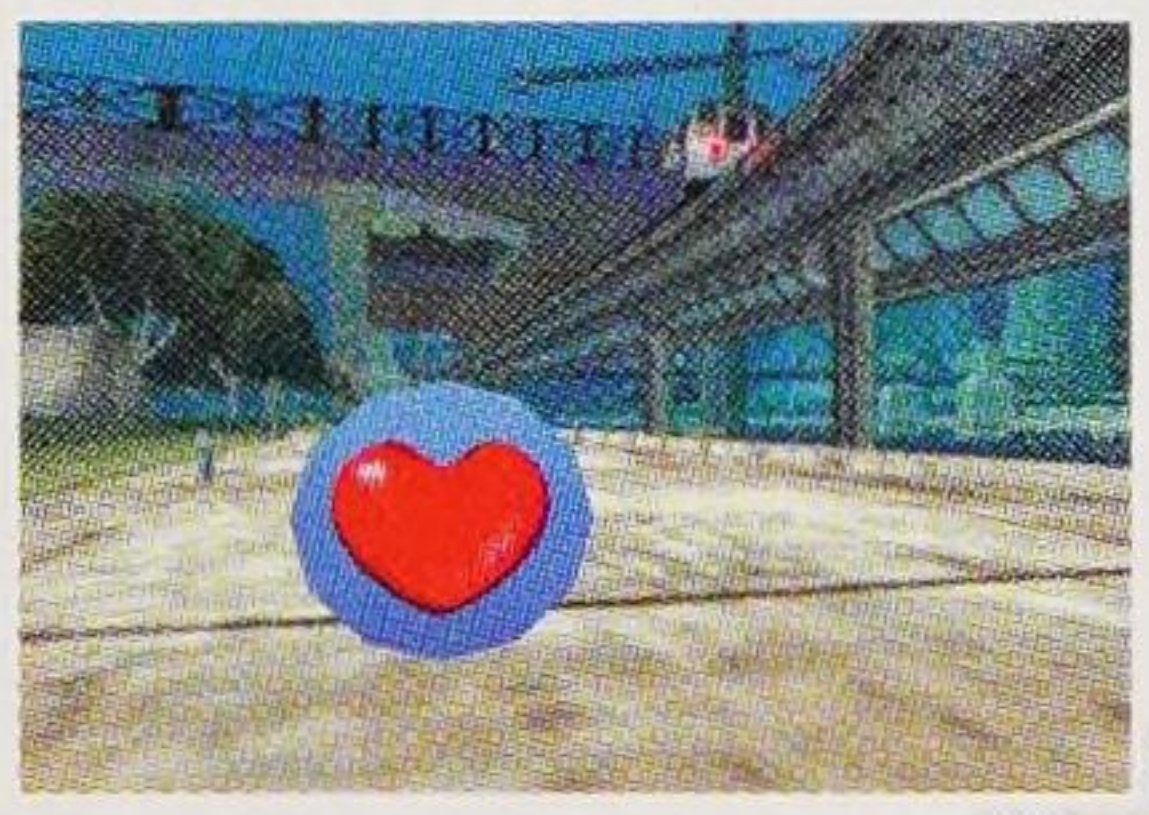
Once used, the following items do not reappear until you complete the current mission. If obtained while not in a mission, they reappear after saving your progress. Rampages and Hidden Packages are the exceptions to this rule. Hidden Packages are only collected once and Rampage icons only reappear if the Rampage mission is failed. Unlike previous games in this series, Rampages in *Liberty City Stories* do not reappear in secondary positions once one is failed.

BODY ARMOR



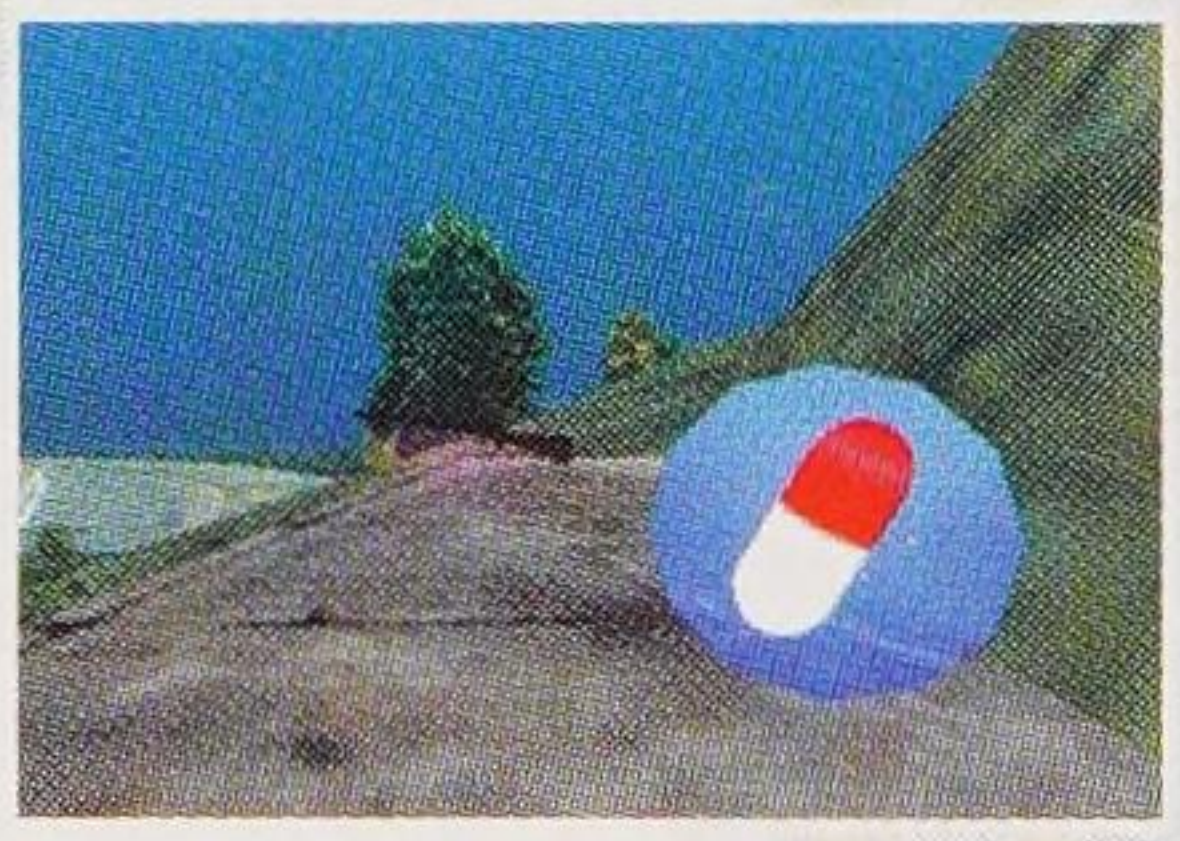
Collect the Kevlar vest icon and a full armor gauge appears above your life bar. This adds 100 bonus points of protection on top of your 100 points of Health (full life gauge = 100 HP). Any damage inflicted while wearing armor first affects the armor gauge; once that is drained, your life gauge bears the burden. Body Armor can be purchased from Ammu-Nation or obtained for free in certain spots around Liberty City (see our Health/Armor/Adrenaline map in the back of this guide for exact locations).

HEALTH



The heart icons provide 100 HP of Health to your life gauge. If you are not injured, you cannot pick them up—you cannot exceed the maximum capacity of the Health gauge (unless you pass the *Noodle Punk* and *Well Snacked Pizza* missions; see the Portland Pastimes section of this guide for details). You cannot purchase Health, but you can find these power-ups in various areas around Liberty City (see our Health/Armor/Adrenaline map in the back of this guide for exact locations).

ADRENALINE



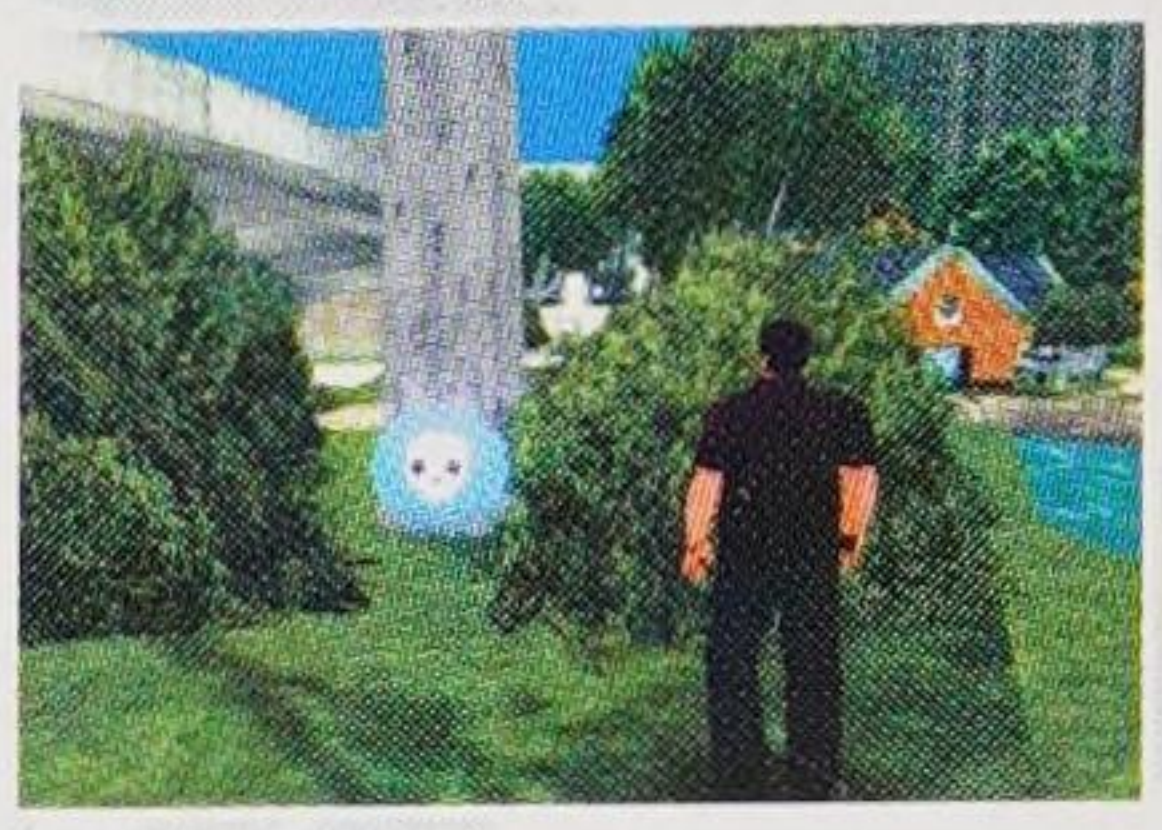
Adrenaline gives you the slow-motion strength to push cars like they were grocery carts, and to conjure a superhuman punch that sends opponents through the air.

Adrenaline is also good to use in chaotic shootouts, giving you a bullet-time effect. This adrenaline rush lasts for a short period of time and ends immediately if you board a vehicle. (Use our Health/Armor/Adrenaline map in the back of this guide for exact locations.)

POLICE BRIBES

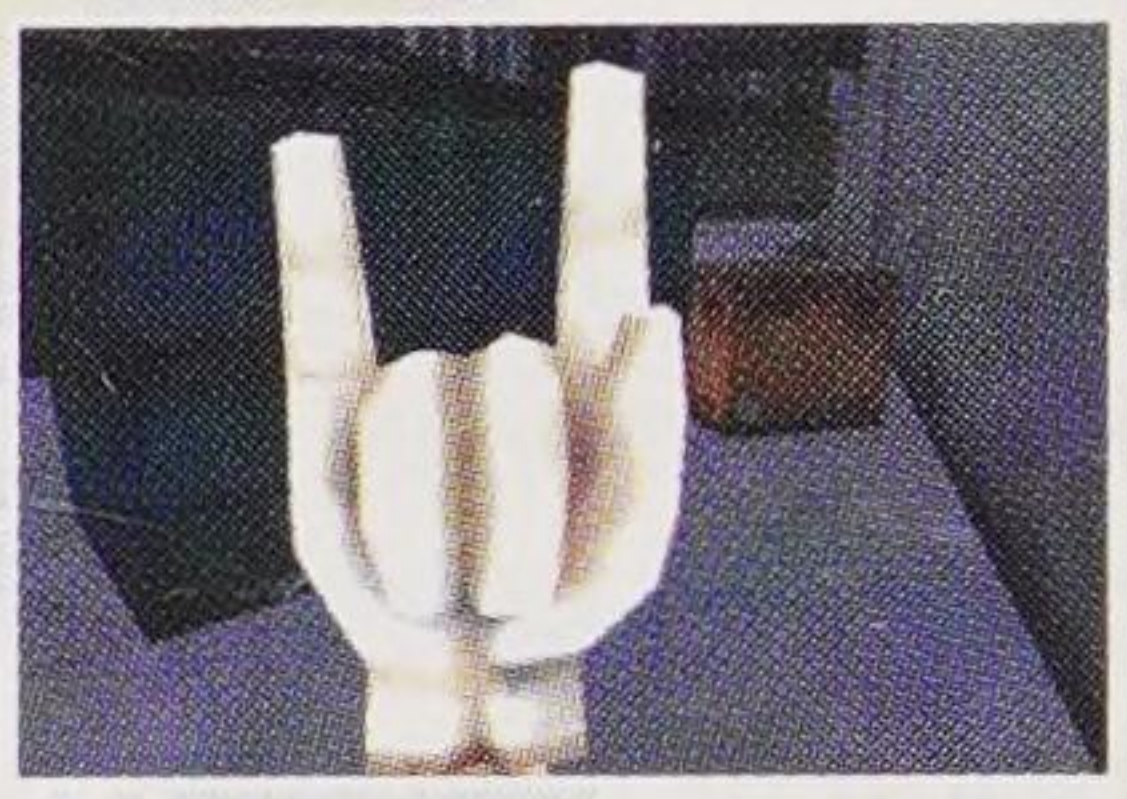
The badge icons found in various locations around Liberty City are Police Bribes. Drive or walk through Police Bribes while Wanted. Each bribe lowers your Wanted Level by one star. (Use our Weapons & Police Bribes map in the back of this guide for exact locations.)

RAMPAGES



When you collect a Rampage icon (skull icon), a Rampage challenge begins. If you do not pass the challenge in the time allotted, the mission is failed. You can retry the mission when the Rampage icon reappears. Use our Rampage map in the back of this guide for exact locations and tips on passing each challenge.

HIDDEN PACKAGES



The glowing hand icon indicates a Hidden Package. There are 100 in all, and finding them unlocks weapons at your safe houses for each increment of 10. (See our Hidden Packages map in the back of this guide for details.)

MULTIPLAYER GAMES (PSP ONLY)

Grand Theft Auto: Liberty City Stories supports Wi-Fi connection to wireless local area network (WLAN) called Ad Hoc mode. Ad Hoc lets two or more PSP units communicate directly (no HUD or Router translating data necessary) so you can connect with other gamers for some steamy, big-city multiplayer action.

Note that the game does *not* support the other WLAN mode known as Infrastructure mode.

To start a multiplayer game, just press the START button at any time and select "Multiplayer." Then pick one of the following multiplayer games to play.

THE WEDDING LIST (CAR COLLECTION)

This game is a free-for-all—that is, every man for himself. "The Wedding List" scatters a limited number of cars around the city map and then sends players out to steal them. Deliver each car you steal to a hidden shipping crate to earn cash based on the condition of the car upon delivery.

Note that each car goes to a specific crate; you learn the crate's location only when you steal the car. Once all of the cars in a game have been stolen and delivered to their respective crates, the game is over and the player with the most cash wins.

GAME BASICS

LIBERTY CITY SURVIVOR (DEATH MATCH)

This game can be played as a free-for-all (every man for himself) or as a team match pitting rival teams against each other. The objective is simply to kill your enemies.

In a free-for-all, *everybody* is your enemy; the first player to reach the Kill Limit, or the player with the best score when the Time Limit is reached, is the winner. You gain one point for each kill and lose one point each time you kill yourself.

In a team match, of course, your objective is to kill only members of rival teams. The first team to reach the Kill Limit, or the team with the best score when the Time Limit is reached, is the winner. Teams gain one point for each kill and lose one point each time a team member kills himself.

PROTECTION RACKET (DEFEND THE BASE)

This is a team game only, played in two rounds. In Round 1, the game automatically designates one attacking team and one defending team. The attacking team must infiltrate the opposing team's base and destroy the four limos there; the defending team tries to protect the limos. An onscreen timer counts up from zero, keeping track of how long it takes the attackers to destroy the limos.

Once all four limos are destroyed, the game timer stops, the two teams switch roles, and Round 2 begins. The timer now starts counting back down toward zero. The new defending team now protects a new base with four new limos, and the new attacking team must destroy all four vehicles before the timer reaches zero. If they do, they win. If they fail, the other team wins.

GET STRETCH (CAPTURE THE FLAG)

Only teams can play this game. Each team has a car and a base. Your goal is to steal the opposing team's car and bring it back to your base, while preventing the other team from doing the same to your car. You score one "Capture" when *both* cars—yours and the opposing team's—are safely within your base. The winner is the first team to reach the Capture Limit or the team with the most Captures when the Time Limit expires.

Other rules to note: If you destroy your own team car, it returns automatically to your base. This is useful if the opposing team has stolen it; just attack until it explodes and re-spawns in your base. Again, you must have *both* team cars within your base in order to score a Capture.

TANKS FOR THE MEMORIES (TURN-BASED TANK SURVIVAL)

This free-for-all game (everybody versus everybody) puts a single tank on the map, equidistant from all players. When the game starts, players race to the tank; the first one to get inside it takes control and defends against all other players, who must attack and destroy the tank.

When the tank is destroyed, the attacker who inflicted the most damage automatically spawns inside the tank, and the next round starts. A timer keeps track of how long each player is inside the tank. Again, everyone attacks the tank as the player inside defends until the tank is destroyed. Rounds continue until the one player wins by reaching the target Time Limit for being inside the tank.

THE HIT LIST (TURN-BASED SURVIVAL)

At the start of this free-for-all (every man for himself), the game randomly selects one player to be the Mark. All other players then try to kill the Marked player as quickly as possible, while the Mark tries to survive as long as he can. Once the Mark dies, the game assigns another player to be the Mark. The game continues until everyone gets one turn as the Marked player. Then the game determines who survived longest as the Mark. That player is the winner. Note that if you kill a Marked player, the game adds a valuable time bonus to your total survival time. Also the Mark is not able to see any other players on the radar or via the onscreen player tag.

STREET RAGE (CHECKPOINT RACE)

In this free-for-all (every man for himself), the goal is to be the first player to drive your vehicle through all checkpoints to a finish line on an assigned race course. But "Street Rage" is more than just a driving race. You are also free to shoot other players and switch vehicles whenever you want! Note that players who've been killed, or who are without a vehicle for a short time, are automatically re-spawned inside a new vehicle on the track.

WEAPONS

As with previous GTAs, *Liberty City Stories* is chock full of suitable weapons. The arsenal seems as familiar as the latest weapon slot system. There are 10 different weapon slots and the following is an account of all the weapons arranged by slot positions.

SLOT 1

As in *Vice City*, the first slot is reserved for the camera. When you do not have the camera, this slot disappears and slot 2 becomes the first selectable weapons slot. You can carry only one weapon in each slot. When presented with the choice to drop a weapon for a new one that fits into the same slot, press the L1 button (PSP: L button) to make the exchange. When you pick up or purchase a weapon you already own, its ammunition is added to your inventoried weapon.

CAMERA

Hold R1 (PSP: R button) to look through the camera lens when the camera is selected. Use ■ to zoom in and ⊗ to zoom out. Press ● to take a picture.

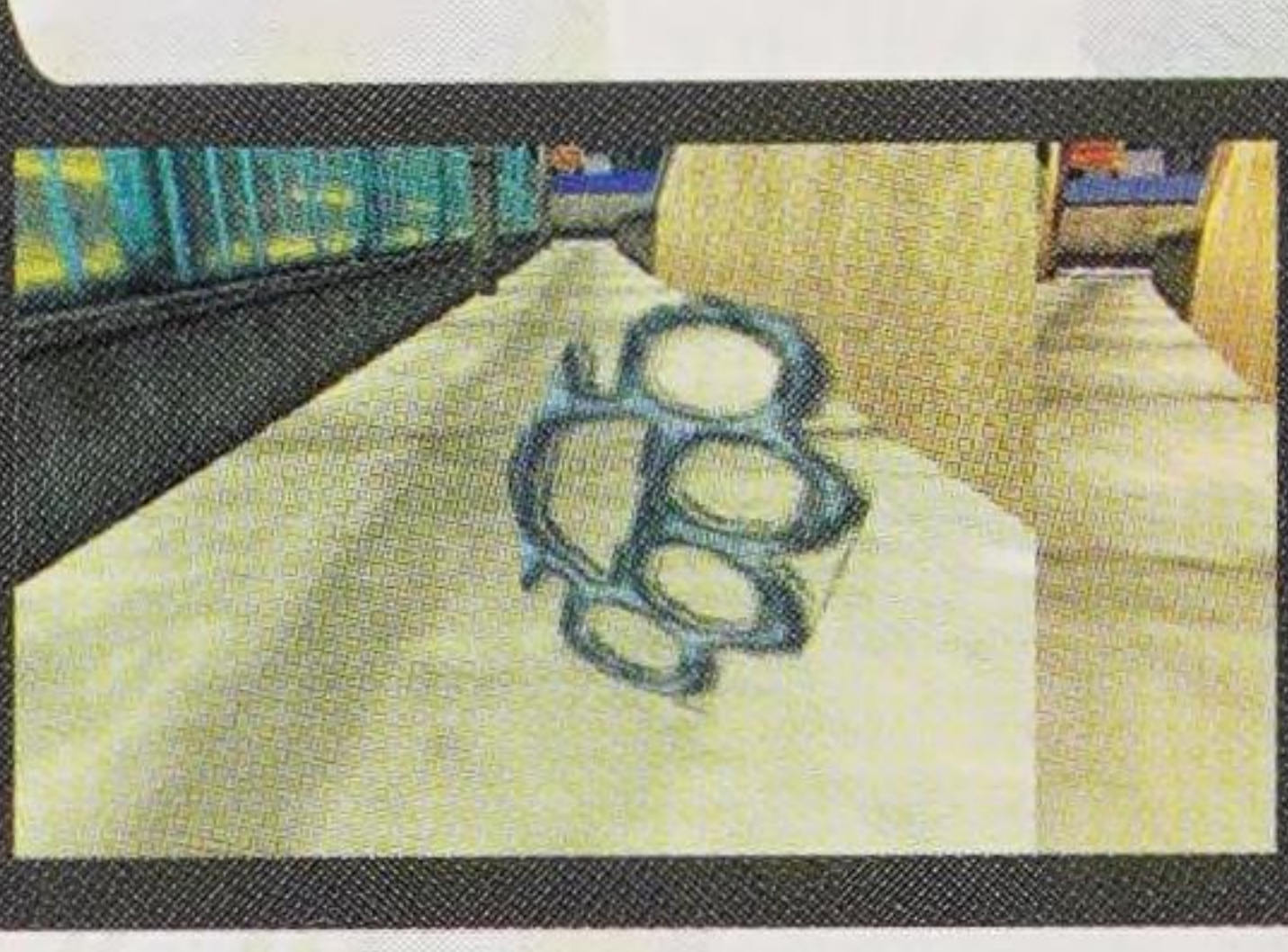
CELL PHONE

The cell phone only appears when you are receiving a call. It's in its own unique and static slot while a call is being received. Press L1 (PSP: L button) to answer the phone and ▲ to hang up. You cannot switch to another weapon while on the phone unless you hang up first.

SLOT 2: FIST WEAPONS

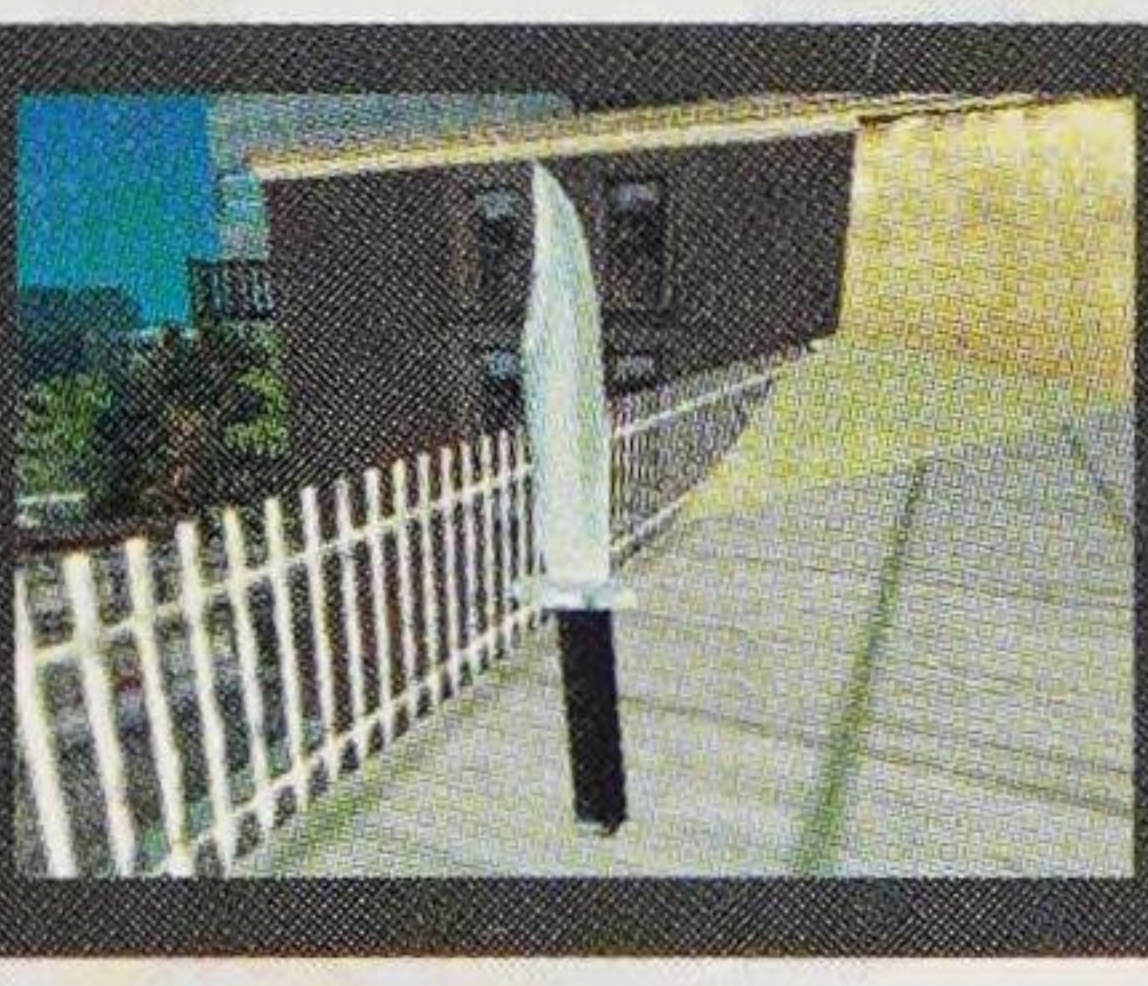
FISTS

You were born with these short-range weapons.



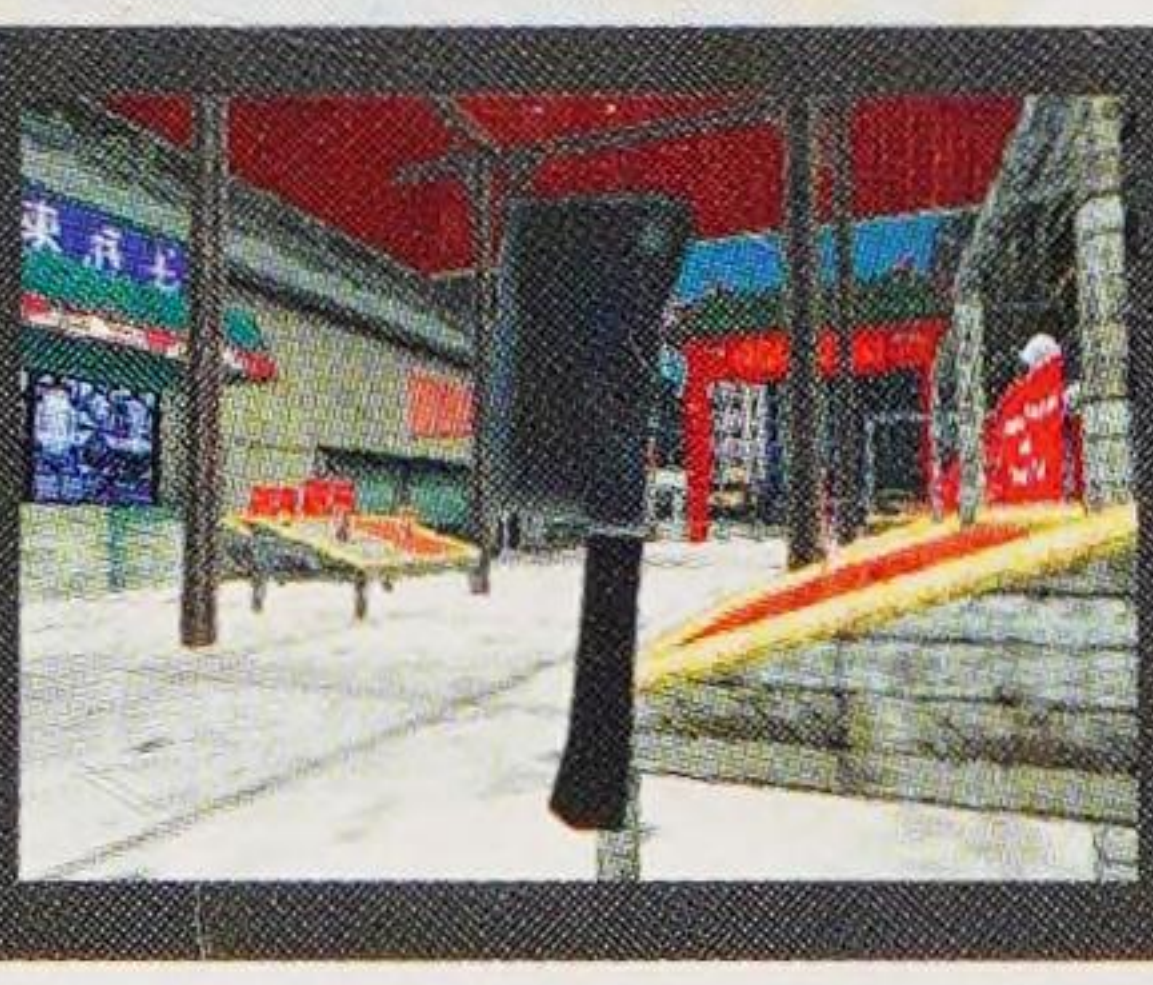
BRASS KNUCKLES

Get the upper hand in a fistfight, fit the brass knuckles around your fingers, and feel the cold metal in the palm of your hand. This weapon increases damage done by punching. In Portland, you can find them in the alley next to Mean Street Taxis.



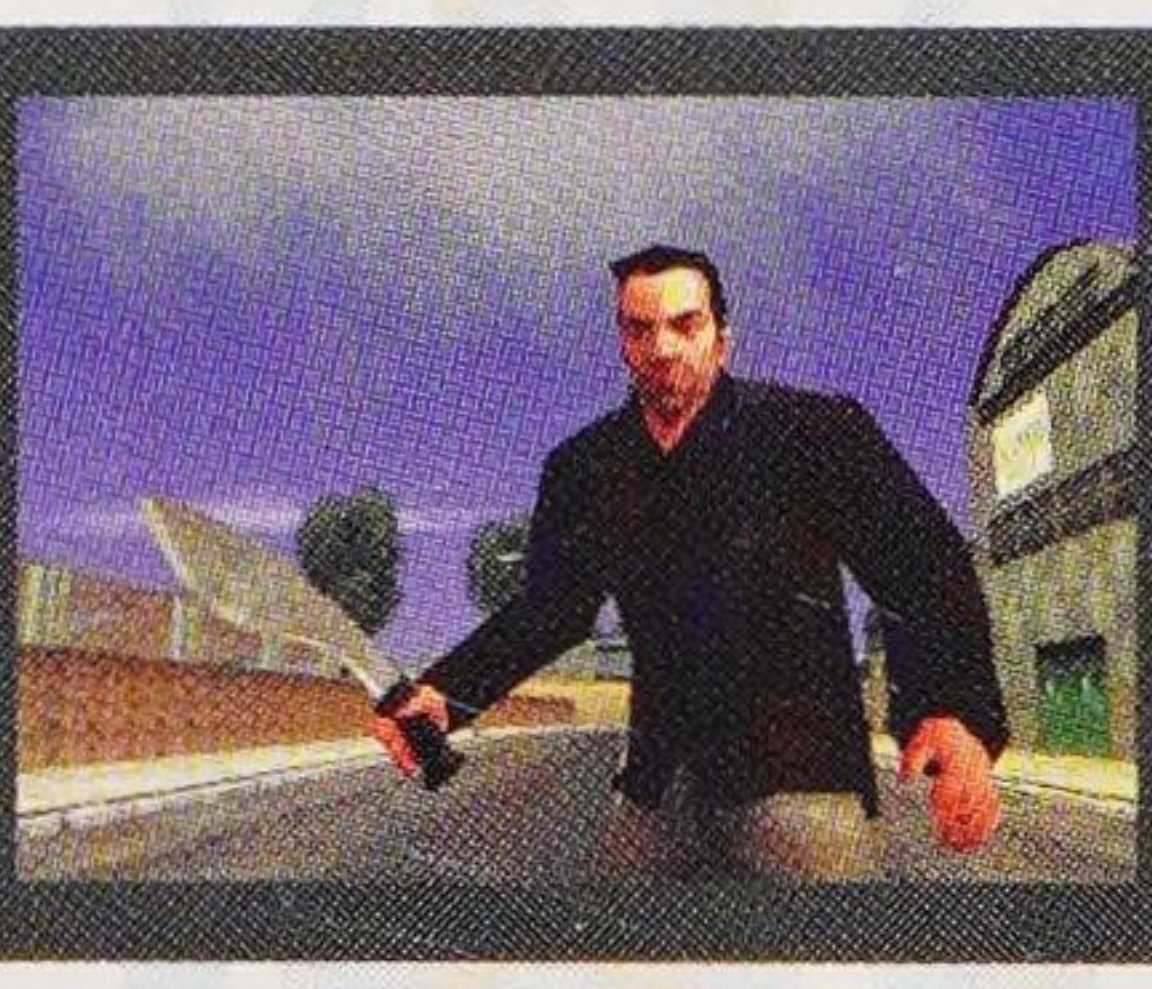
KNIFE

Find a knife at Marco's Bistro in Portland or in the subway in Shoreside Vale.



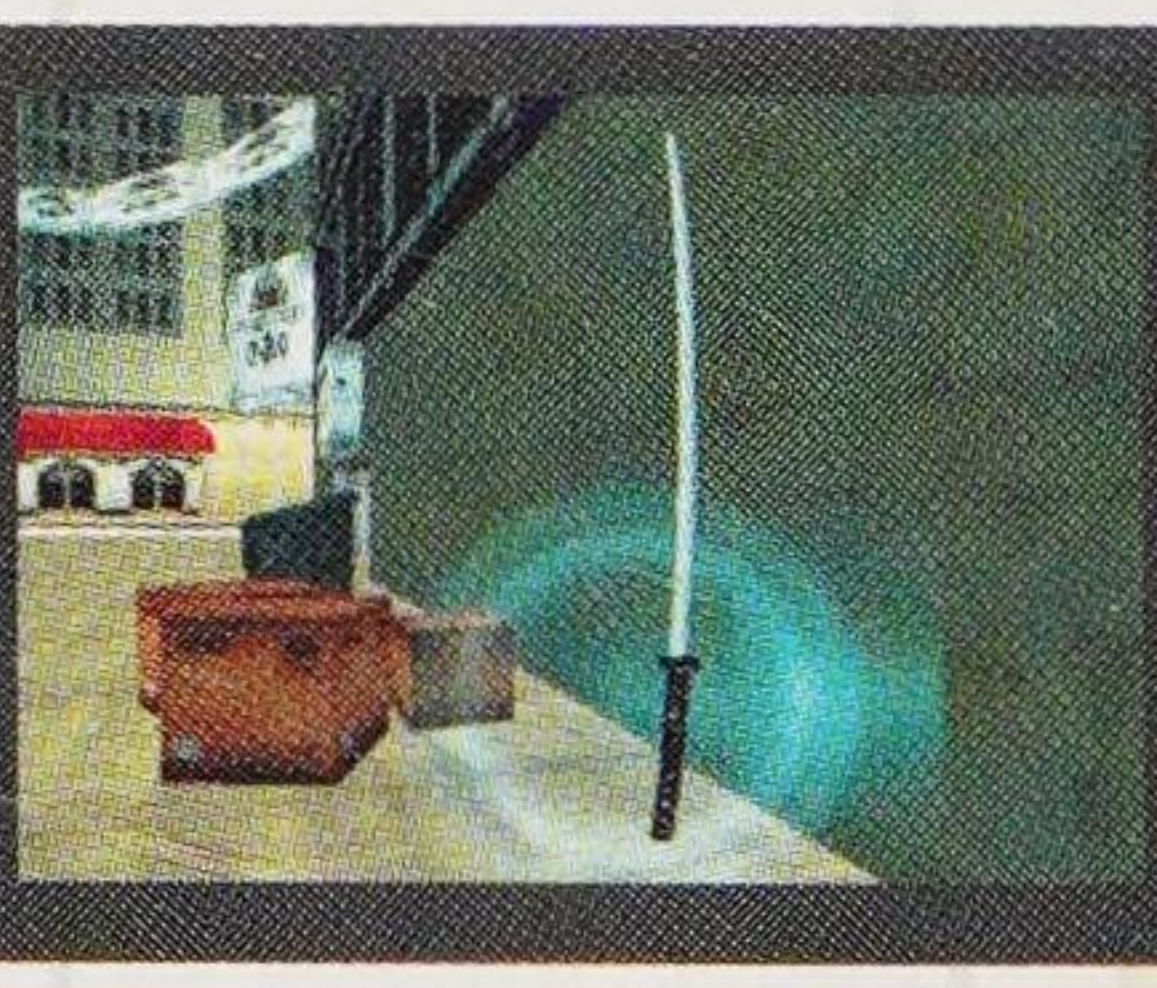
CLEAVER

A Cleaver can be found at the Chinese Fish Market in Chinatown, Portland.



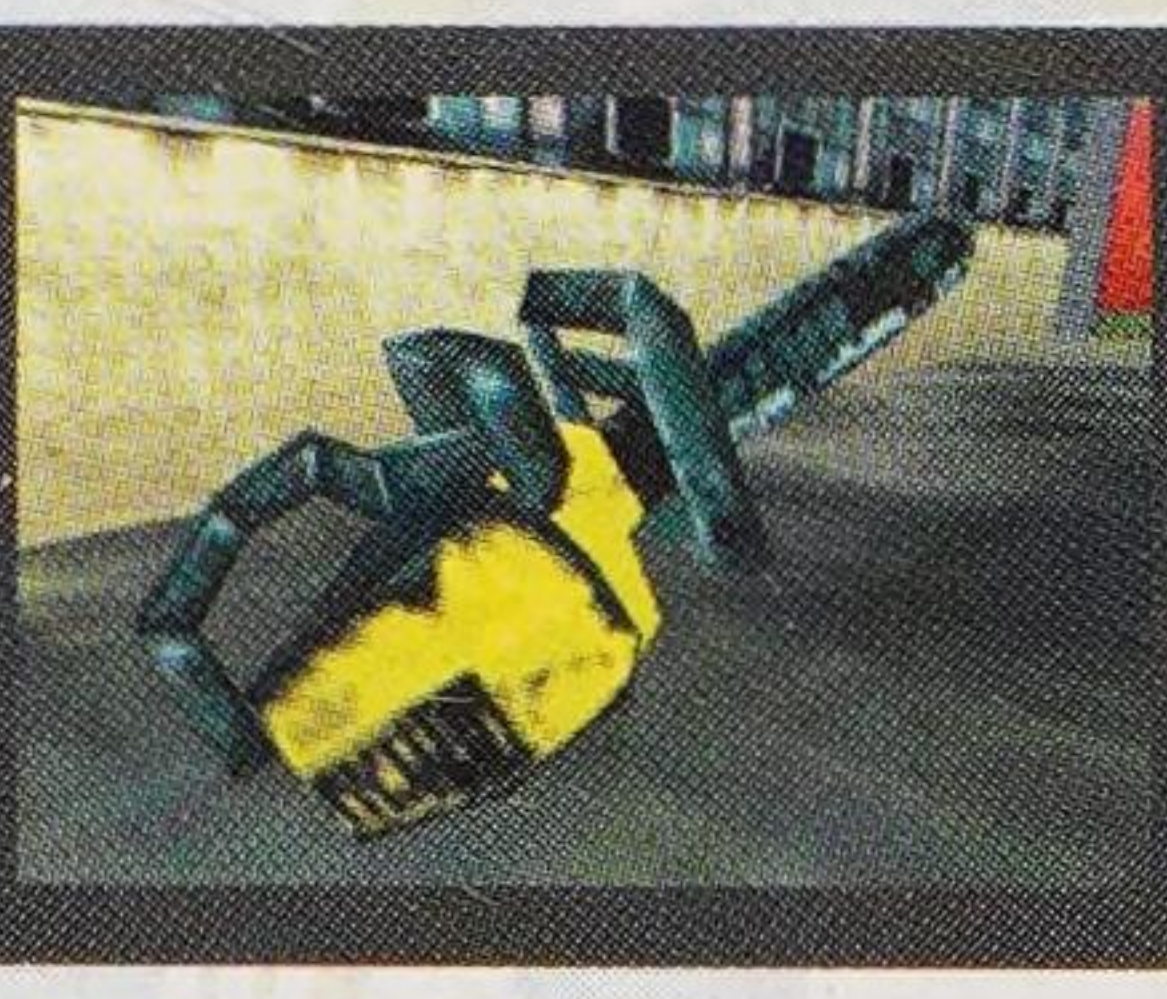
MACHETE

The Machete is a large, heavy bladed knife that can be used to refine the overly tall. This weapon can only be obtained if you take out someone who is carrying one.



KATANA

The choice weapon of Ninjas. There's one in a dojo in Staunton Island and the rooftop of the Turtle Head warehouse in Shoreside Vale.

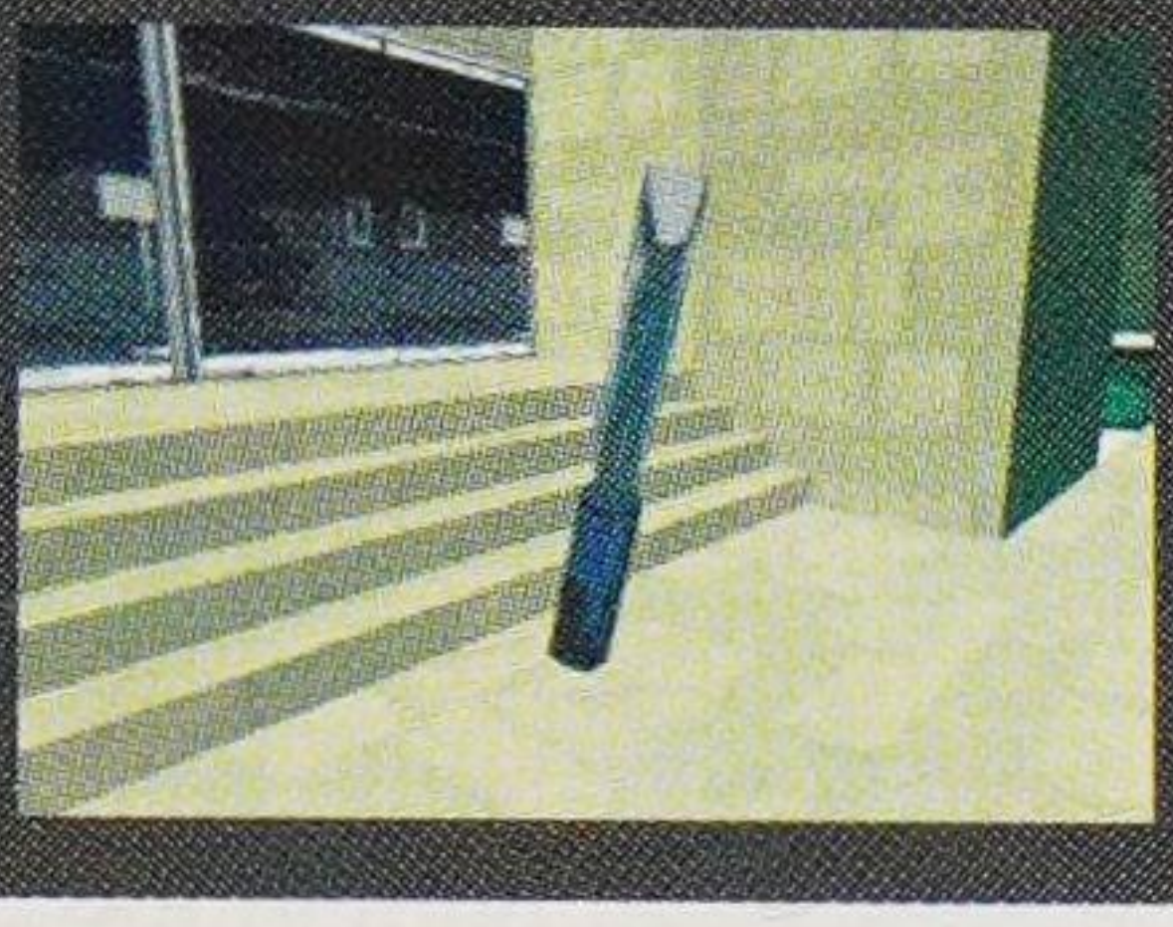


CHAINSAW

Get the Overalls outfit, grab one of these, then go scare the pudding out of the citizens of Liberty City.

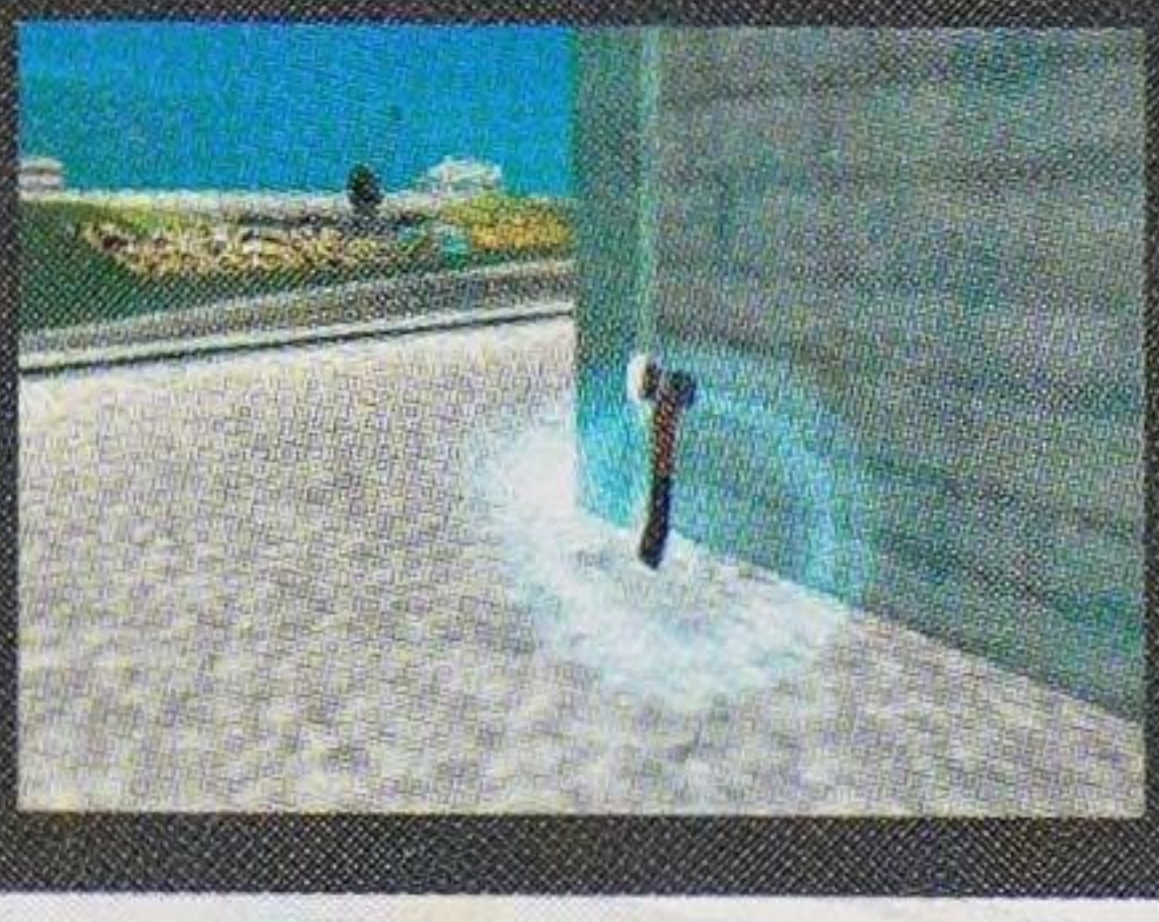
SLOT 3: MELEE WEAPONS

These weapons can be used while running.



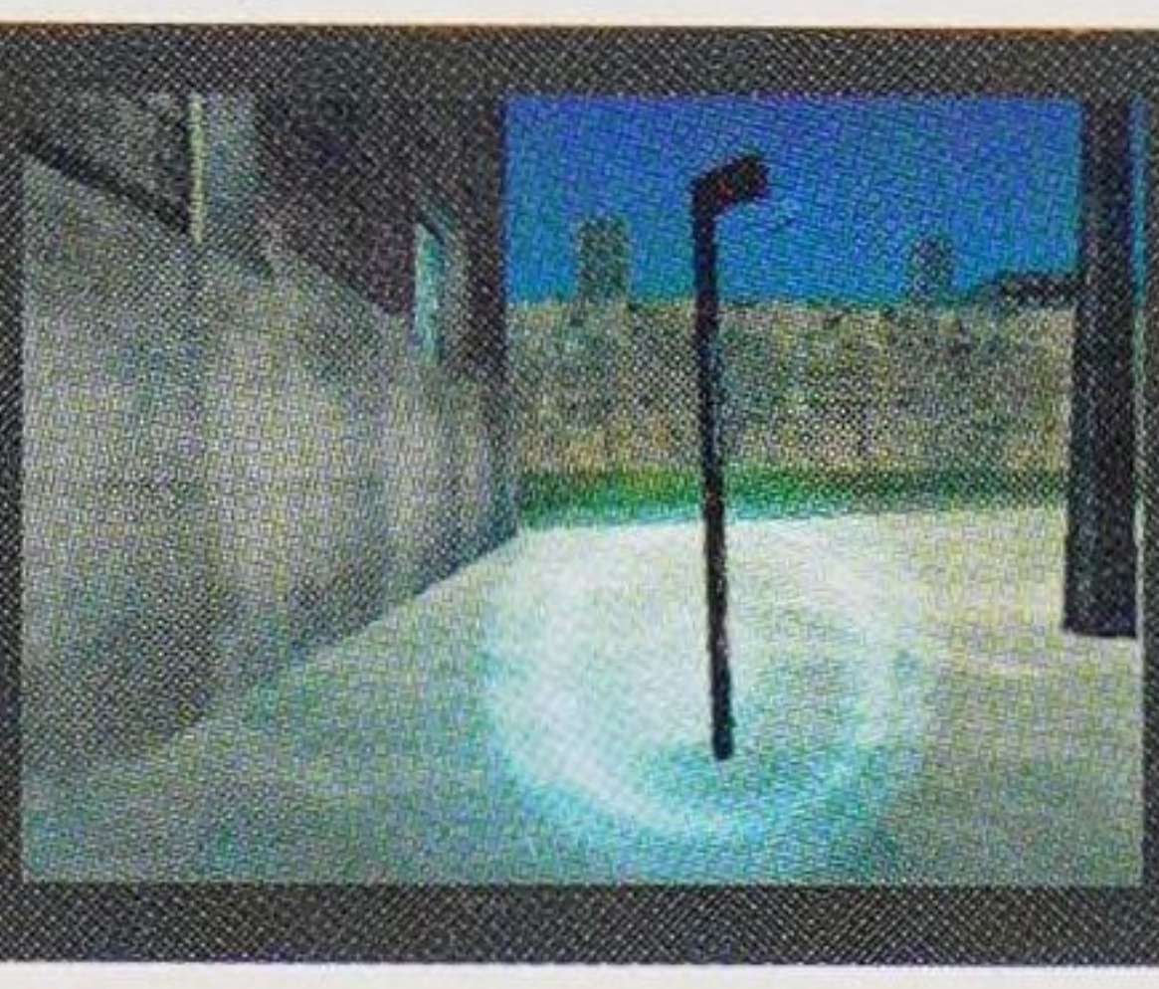
CHISEL

Used for sculpting wood… or bone; whatever your medium.



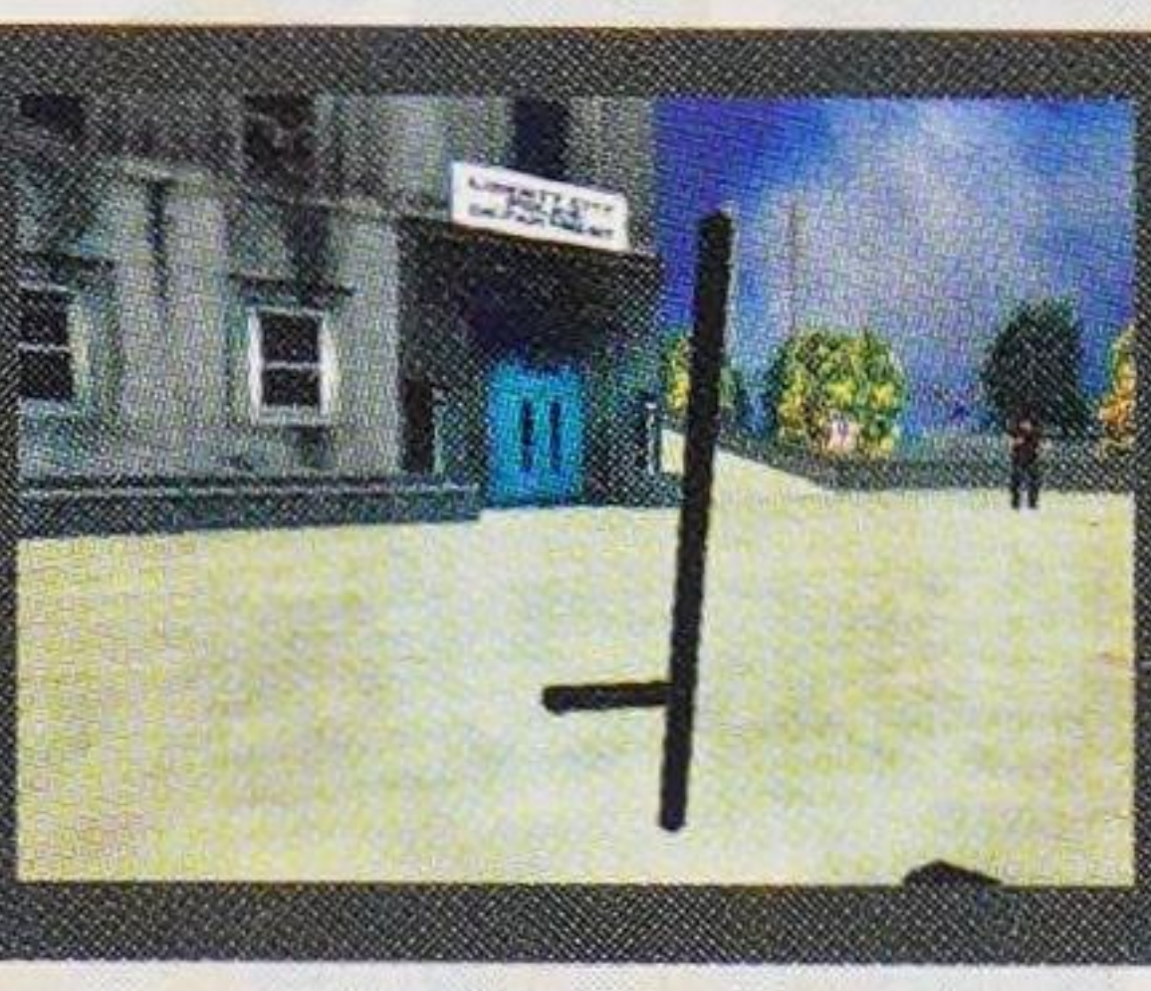
HAND AXE

A staple in classic horror B-movies and the choice tool for woodsmen.



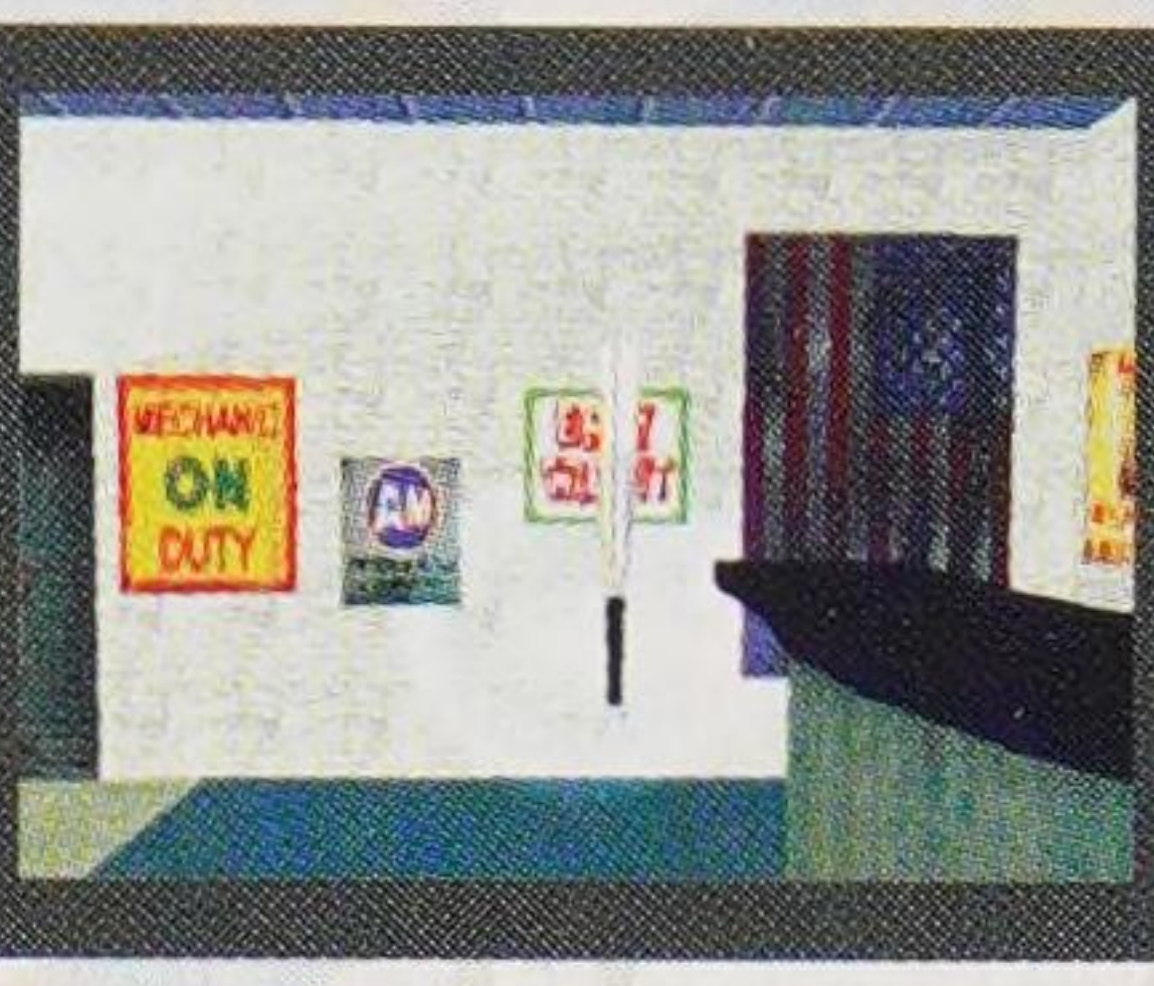
HOCKEY STICK

Beat the puck out of your opponent.



NITESTICK

The choice implement for beatings used by our civil servants.



BASEBALL BAT (ALUMINUM)

The ultimate ball club item.

SLOT 4: PROJECTILES

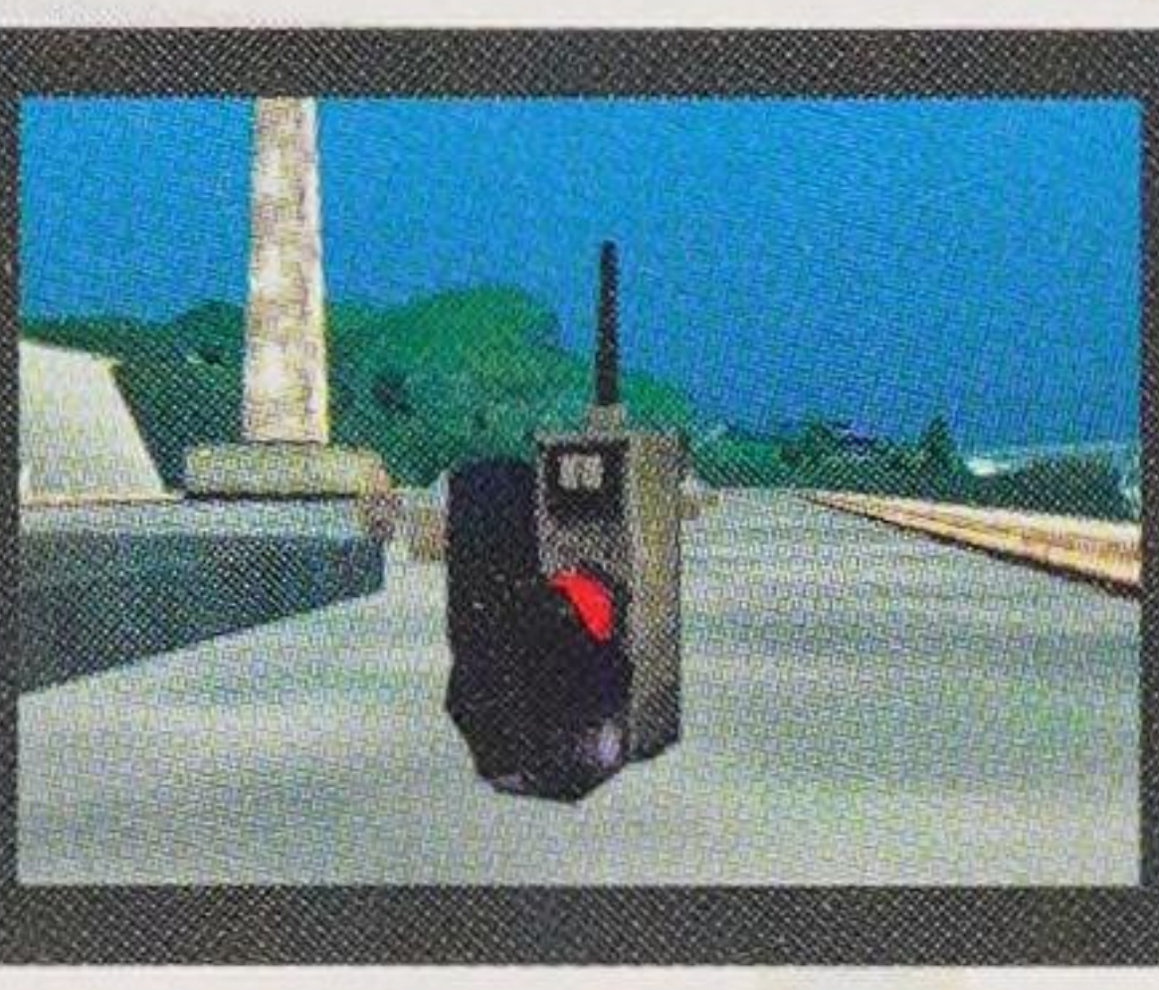
You cannot run or walk while throwing these weapons.

GRENADE

The grenade explodes within a short period of time once one leaves your hand. Make sure you throw far or run away when tossing it a short distance. One grenade can destroy almost any vehicle in the game. Find them on the tanker at Portland Docks, in an alley behind Ammu-Nation in Staunton, or purchase them from Ammu-Nation.

MOLOTOV

These gasoline-filled bottles are a poor man's grenade. It takes about eight Molotovs to destroy a vehicle; as opposed to just one grenade, but use the same precautions. You can still burn yourself if the thing goes off too close to you. Find these at the Doll House in Portland after you level the building or at the park toilets in Staunton or at the picnic area in Shoreside Vale.

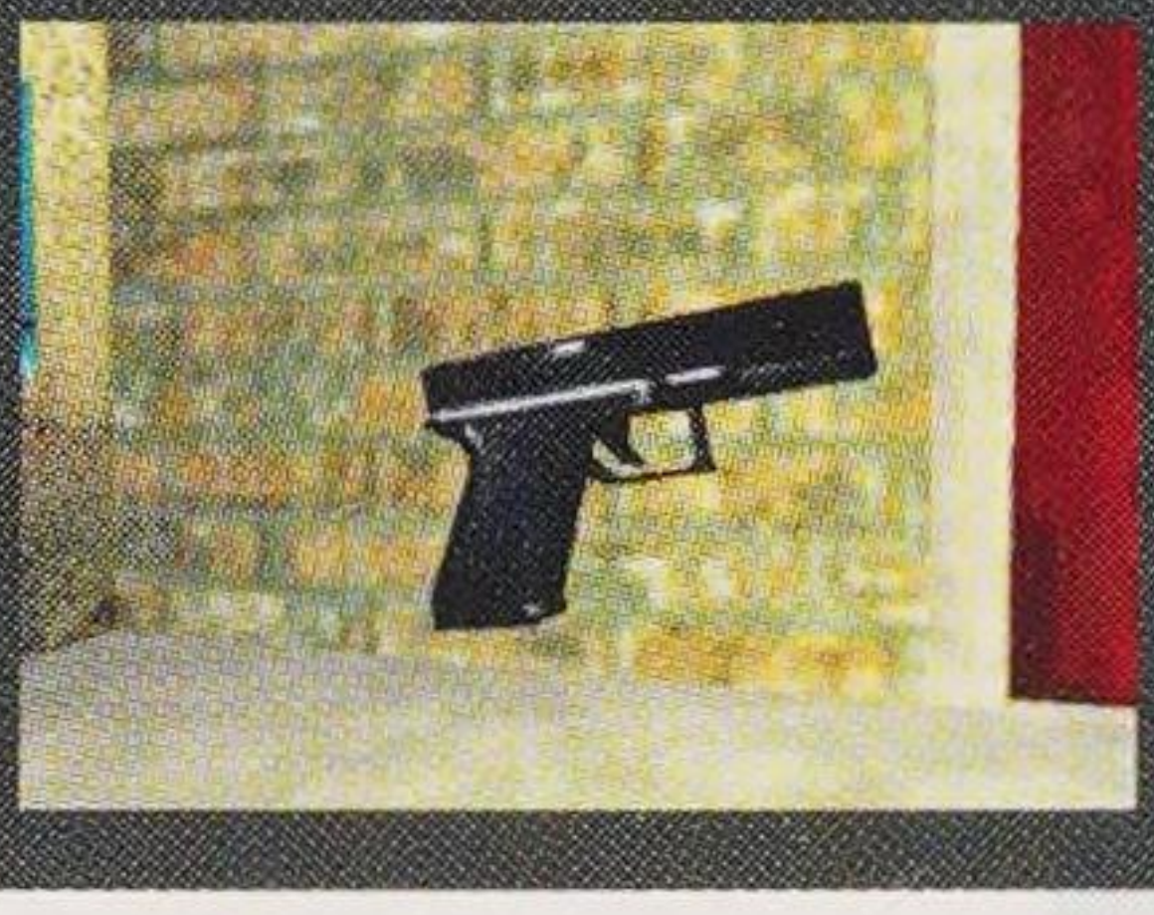


DETONATOR BOMB

Pull into one of 8-ball's bomb shops, fork over $500, then exit the garage. Your vehicle will be rigged with explosives. When you exit the vehicle, the detonator enters your hand. Clear away from the vehicle and press ◉ to detonate the car bomb. There are also detonator grenades in a pool in Cedar Grove Shoreside Vale. When these grenades are thrown, a detonator appears in your hand. Press ◉ to detonate the thrown grenade.

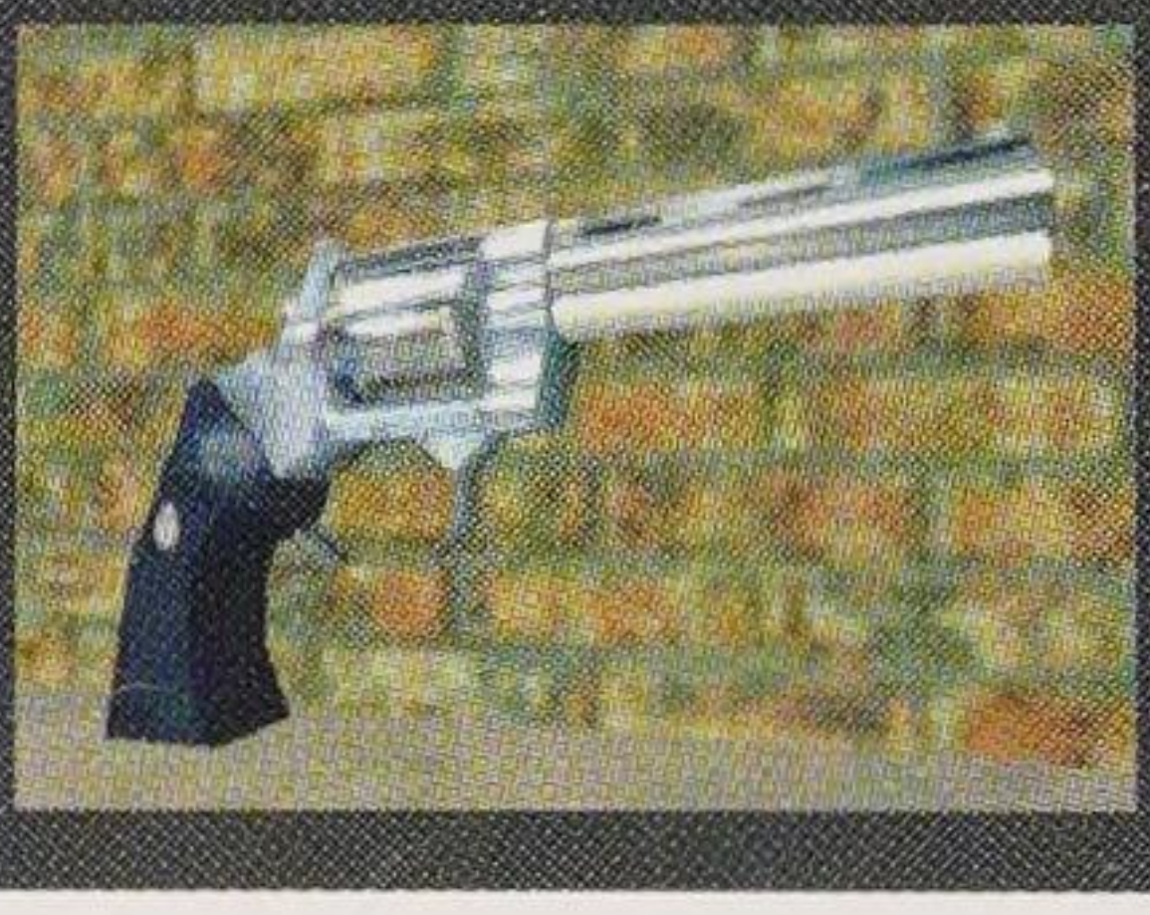
SLOT 5: HANDGUNS

You can run while shooting these weapons.



PISTOL

The pistol is the choice weapon of the Liberty City police force. A Glock is lightweight (made of mostly plastic) and dependable. You can purchase these pistols from Ammu-Nation or find them on most anyone in Liberty City—half the population is strapped!

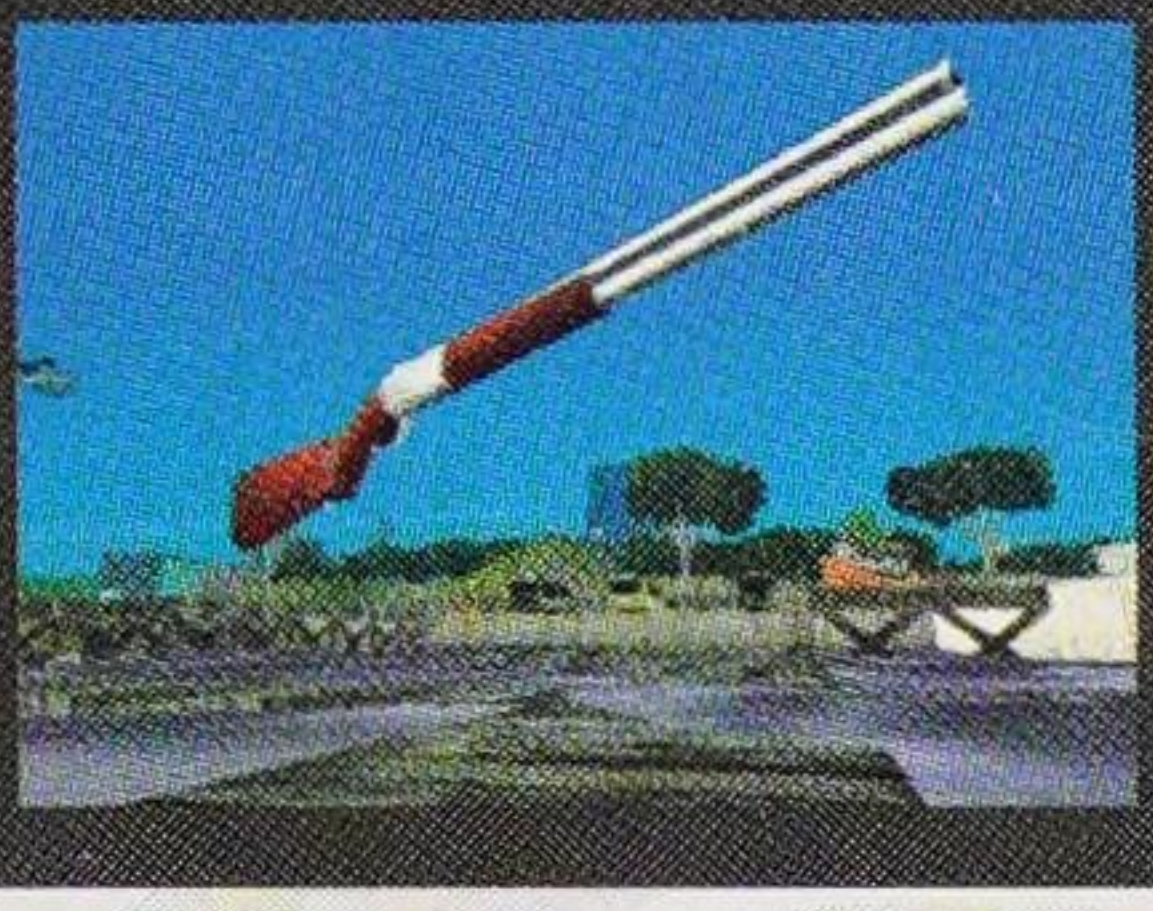


.357

The .357 is a very powerful handgun, the most powerful handgun in the game. Most anyone not wearing a vest can only withstand being shot once with one of these powerful, handheld cannons.

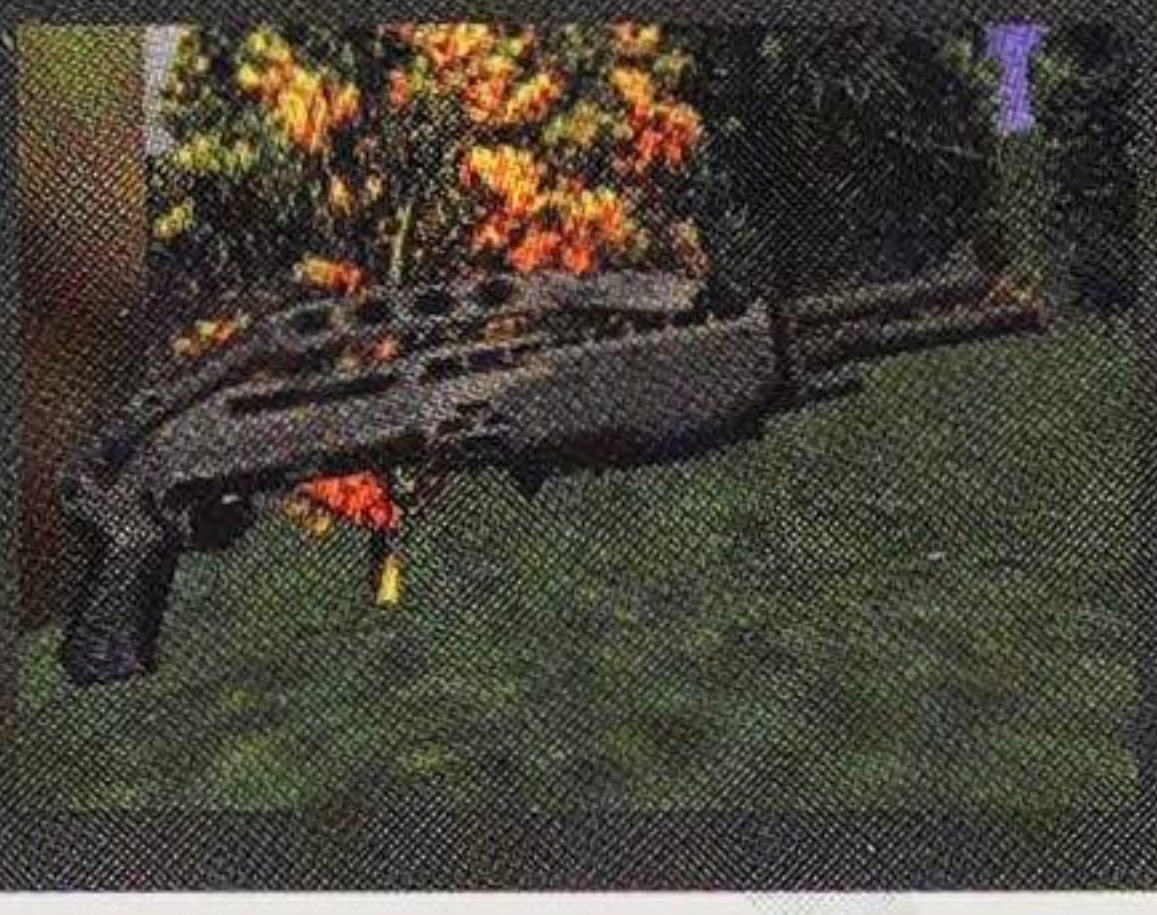
SLOT 6: SHOTGUNS

You cannot run and shoot a shotgun at the same time. If you try, you'll stop dead in your tracks. Shotguns are not efficient long-range weapons. For best results, use it in close-up situations.



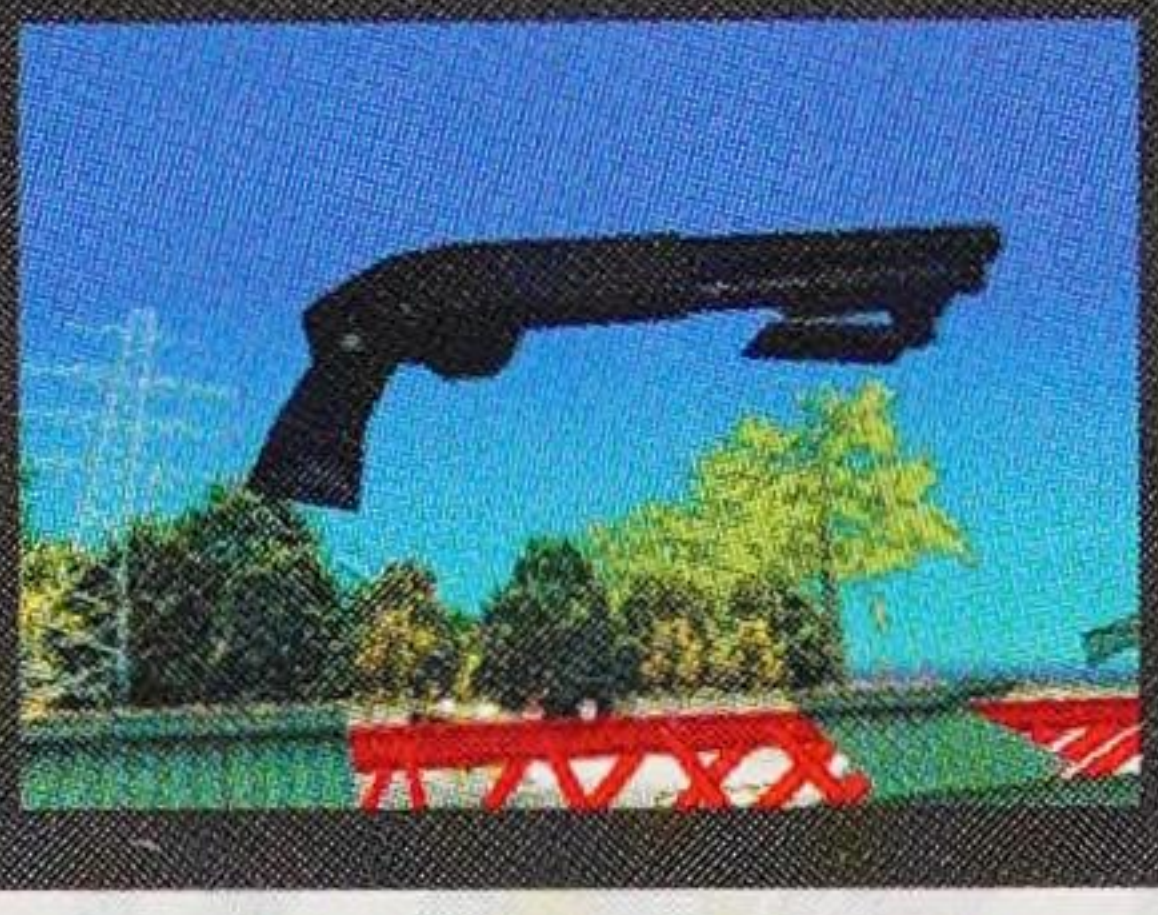
CHROMED SHOTGUN

This chrome-plated beauty offers extreme damage to nearby targets. Find a free one on the top of Supa-Save in Portland or the pier in the very far northwest tip of Portland. You can also find one in an alley near Donald Love's office in Staunton.



SPAS12 SHOTGUN

This shotgun offers seven quick-fire shots before having to reload. Find one behind the Squid billboard north of the projects in Wichita Gardens, Shoreside Vale.

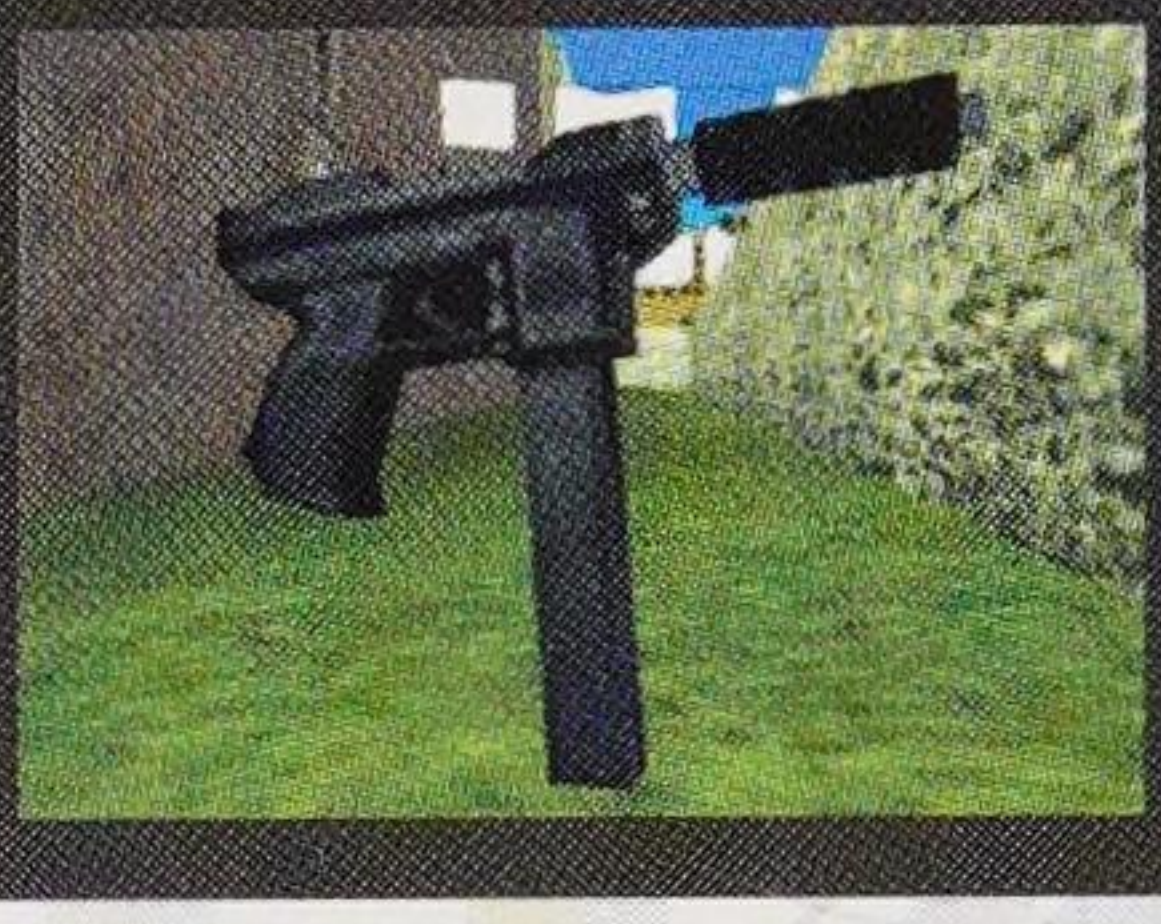


STUBBY SHOTGUN

This sawn-off shotgun can be found on top of the drug warehouse in Portland after it's blown up. You can also get one in the doorway under the ledge of the large gray building just south of the Staunton Ammu-Nation. There's another one behind the sign outside your old *Grand Theft Auto 3* safe house in Wichita Gardens, Shoreside.

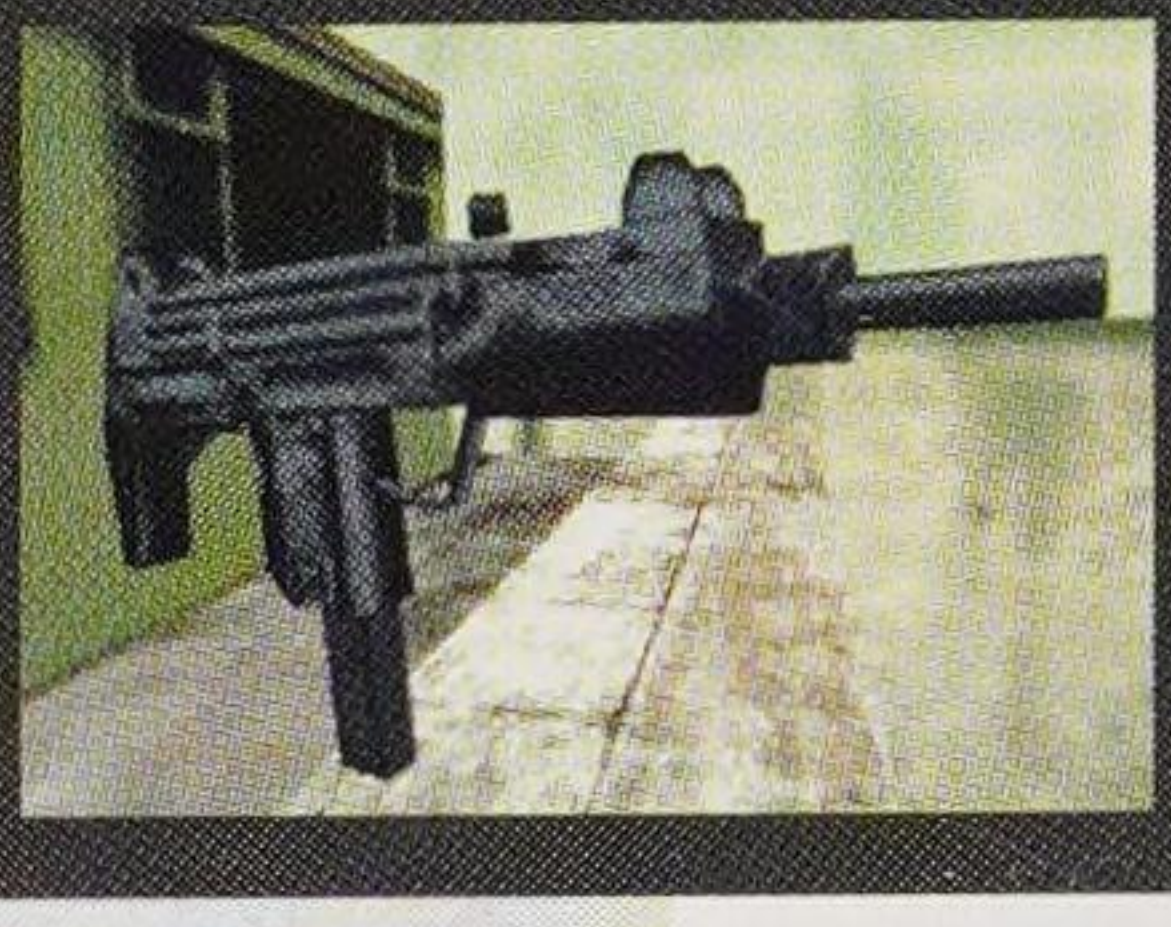
SLOT 7: SUBMACHINE GUNS

These weapons make drive-bys possible. You can only run while shooting the Tec-9 and the Uzi. Nonstop continual firing decreases your firing accuracy. Let up! Shoot in short bursts for better results. The following weapons are listed in order of power starting with the least powerful first.



TEC-9

Criminals have converted the Tec-9 to full-auto, which has caused this weapon to acquire a notorious reputation. Find the Tec-9 in a Saint Mark's alley in Portland.

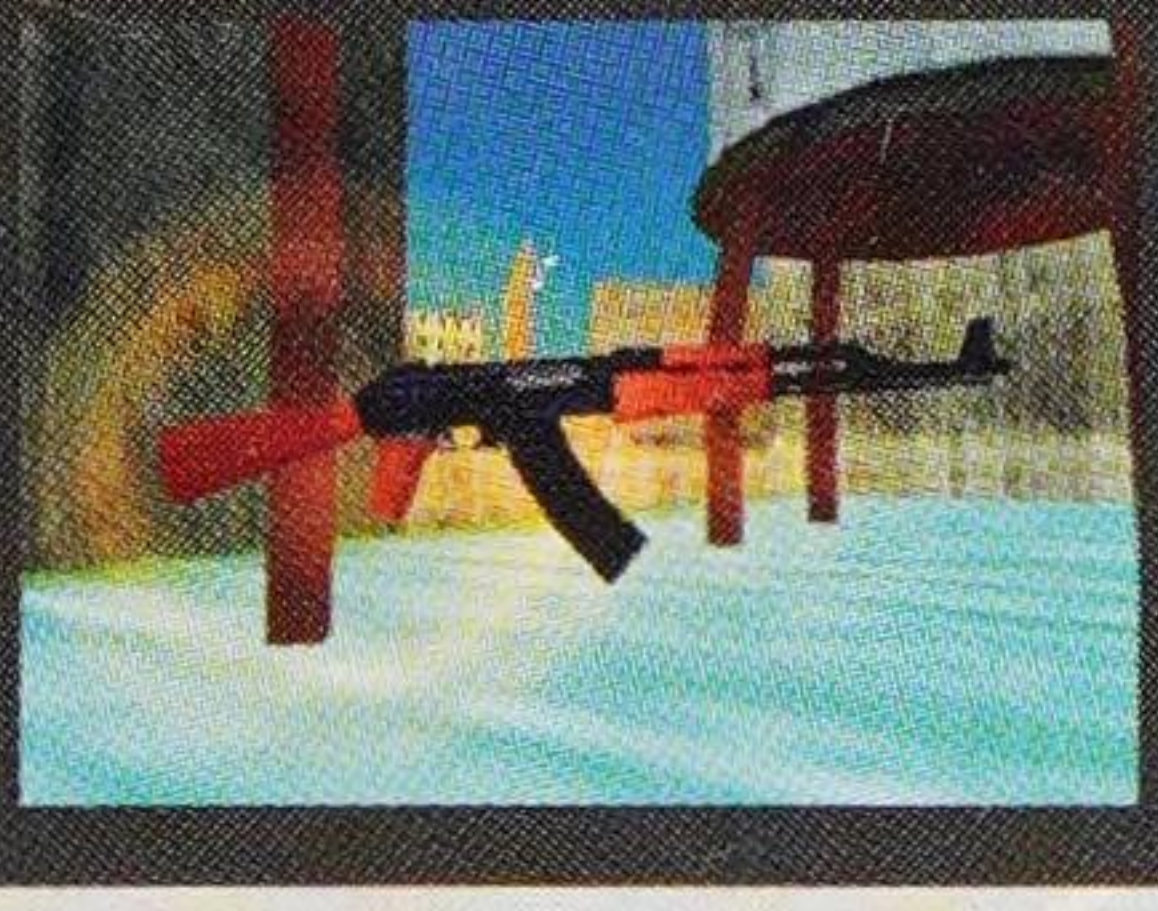


UZI

This submachine gun has its magazine housing inside the pistol grip, making it easier to reload in tight situations. You can find a free Uzi behind the portacabin near the Callahan Bridge in Chinatown, Portland.

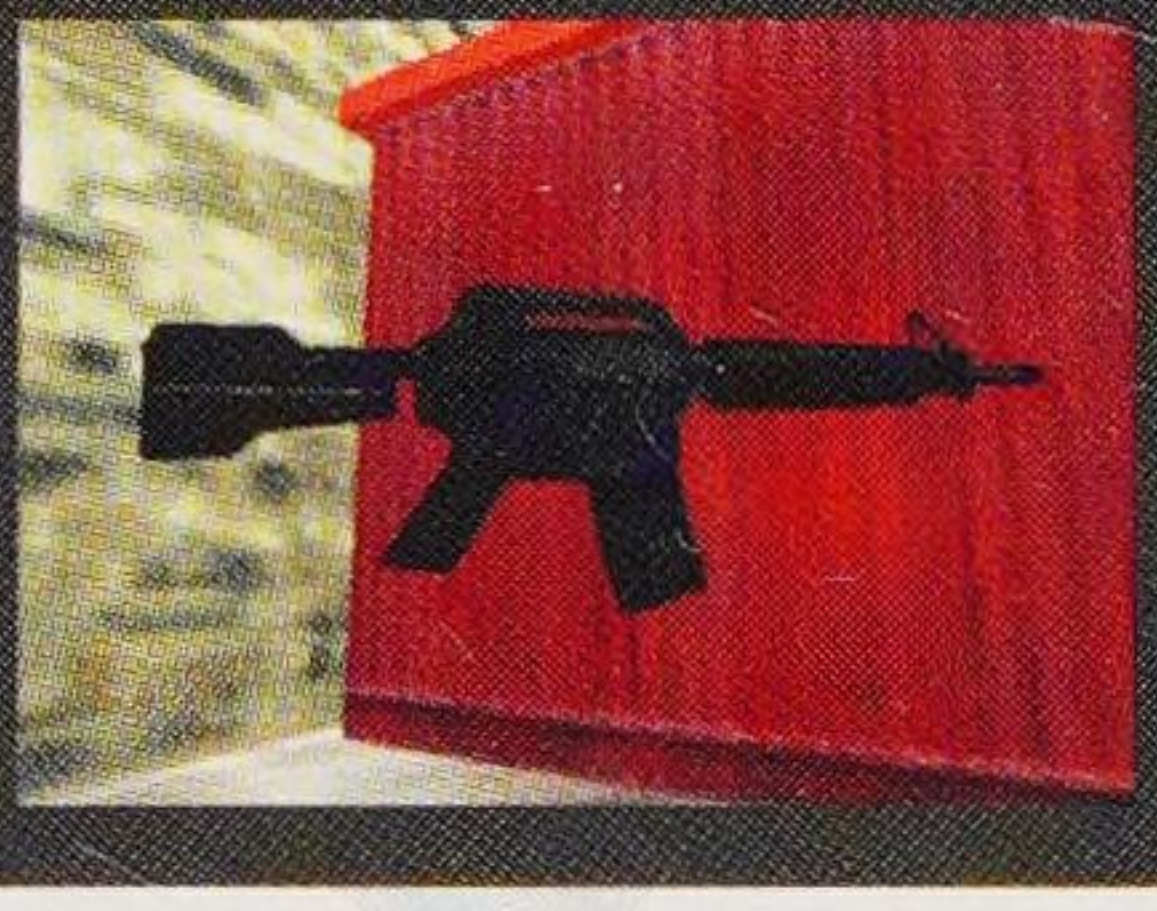
SLOT 8: ASSAULT RIFLES

Neither of these high-powered rifles can be fired while you are running.



AK47

Designed by Mikhail Kalashnikov, the AK47 fires rounds almost as quickly as submachine guns. It makes up for its slower rate of fire by being more deadly powerful with better long-range accuracy than any submachine gun in the game. A free AK can be found under the water tower on the rooftop next door to J.D.'s bar in the Red Light District.

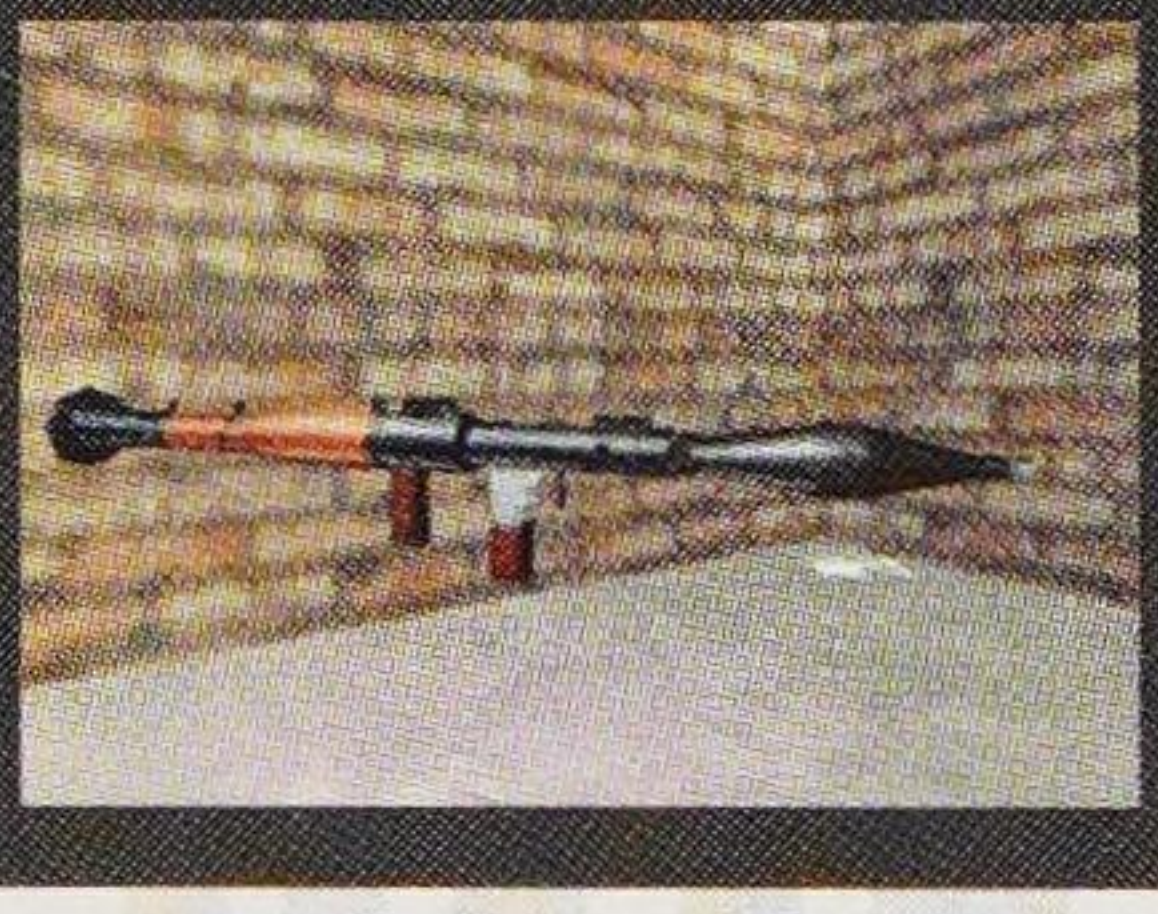


M4

Used by Special Operations forces and other select members of the military, the M4 can now find itself in the hands of criminals in Liberty City. The M4 is the most powerful full-auto rifle in the game. You can get these at Phil Cassidy's gun shop or pick up a free one between shipping containers in Newport, Staunton. Another one lies under the bridge near the graffiti tunnel in Cedar Grove, Shoreside Vale.

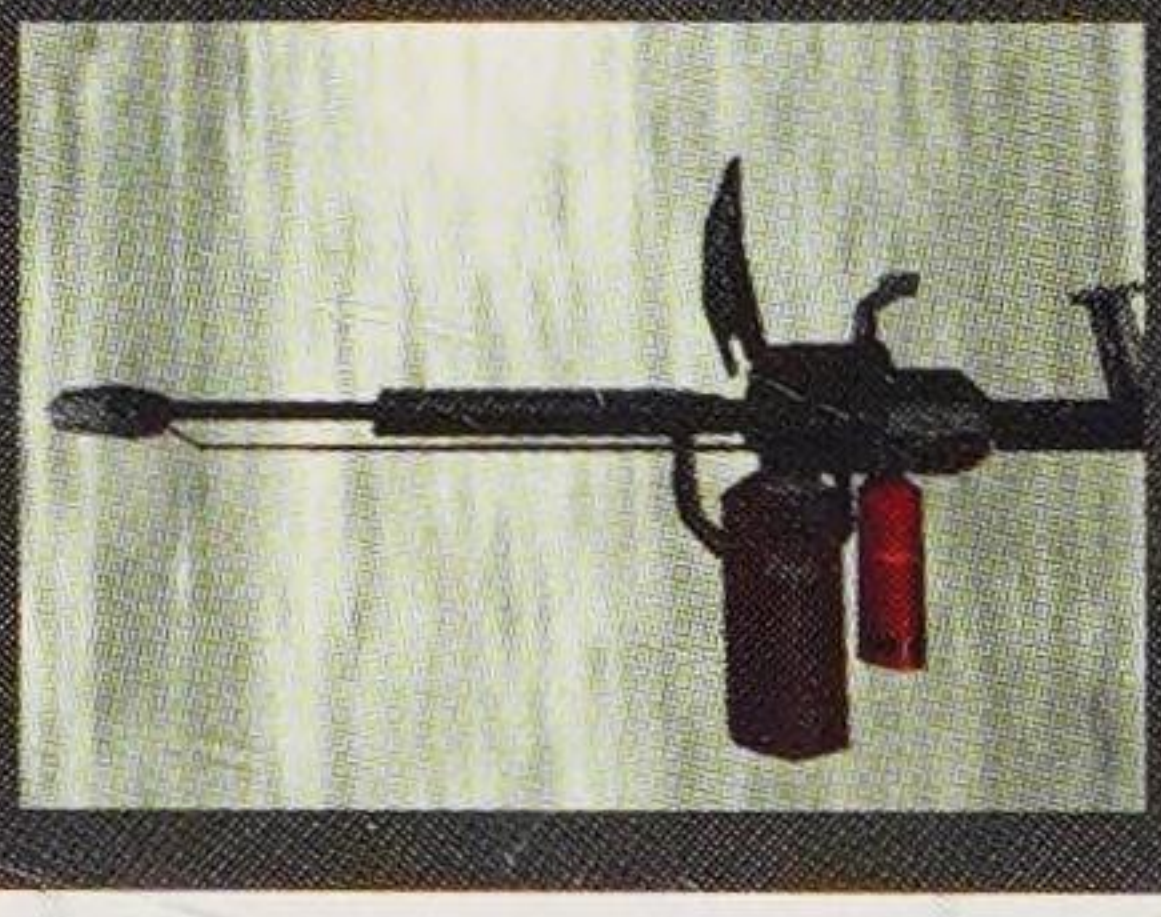
SLOT 9: HEAVY METAL

The following weapons are heavy in weight and power. Expect slower movement when holding these weapons.



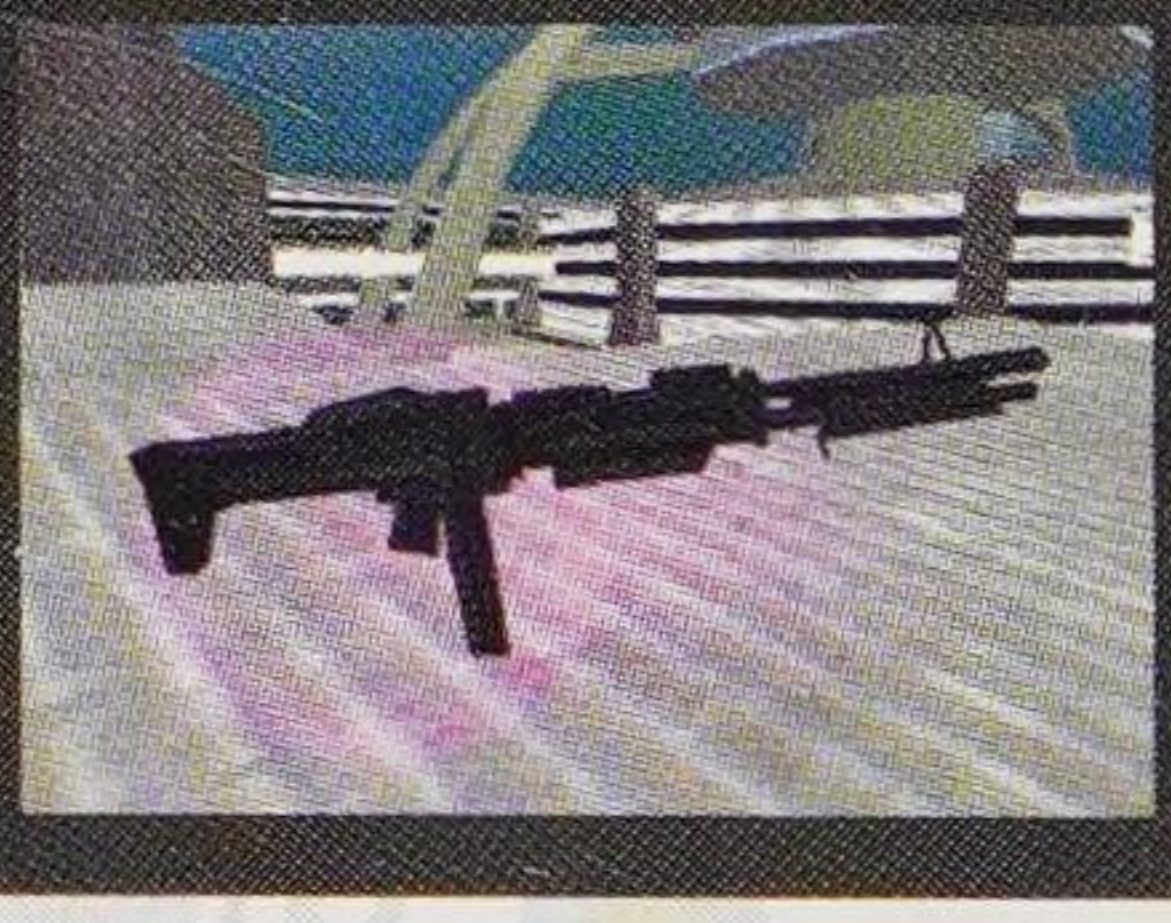
ROCKET LAUNCHER

The Rocket Launcher can only be fired when using its scope, which does not zoom. Avoid shooting at short-range targets with this bad boy; if you do, you'll be looking at a year of traction and recovery. You can buy this weapon from Phil Cassidy's gun shop when the shipment arrives. You can also find a free one in Shoreside Vale. Look under the elevated bridge leading to Staunton Island.



FLAME THROWER

Guess what this weapon throws? Flames. Avoid running forward into areas that are still burning, though. Also avoid touching the running burn victims, as fire is contagious. Find one for free early in the game by getting on top of the AM Petroleum Company building with a bike and the ramp in the nearby alley.

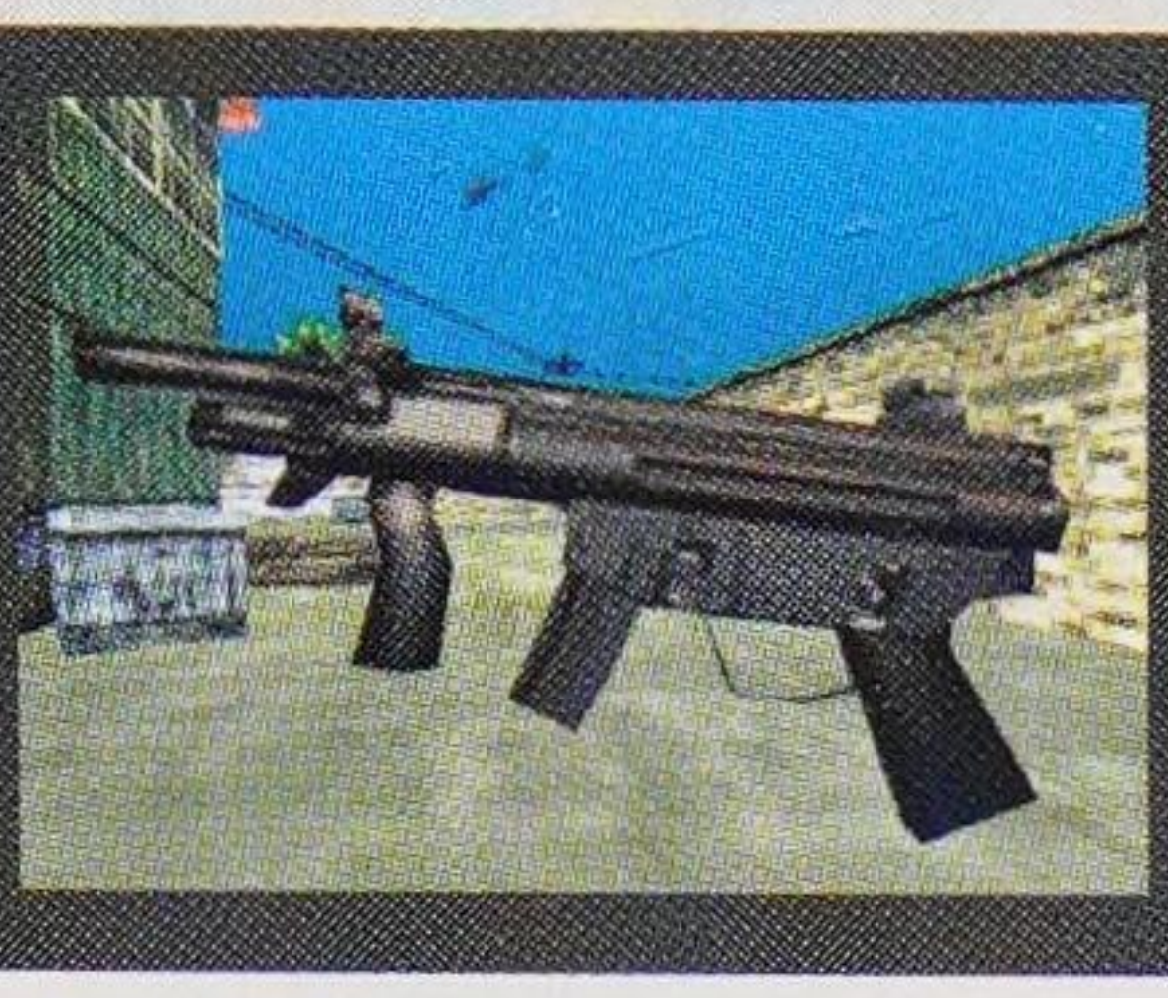


M60

The Army's general purpose machine gun is amazingly lightweight and easy to carry, especially considering it's meant to be mounted and operated by two soldiers. You can find one free of charge behind the fence at the Fudge Packing Corporation in Shoreside Vale.

INGRAM MAC10

The Mac 10 is a recoil-operated, select-fire submachine gun. Its light weight and high rate of fire result in marginal accuracy and a relatively short effective range.

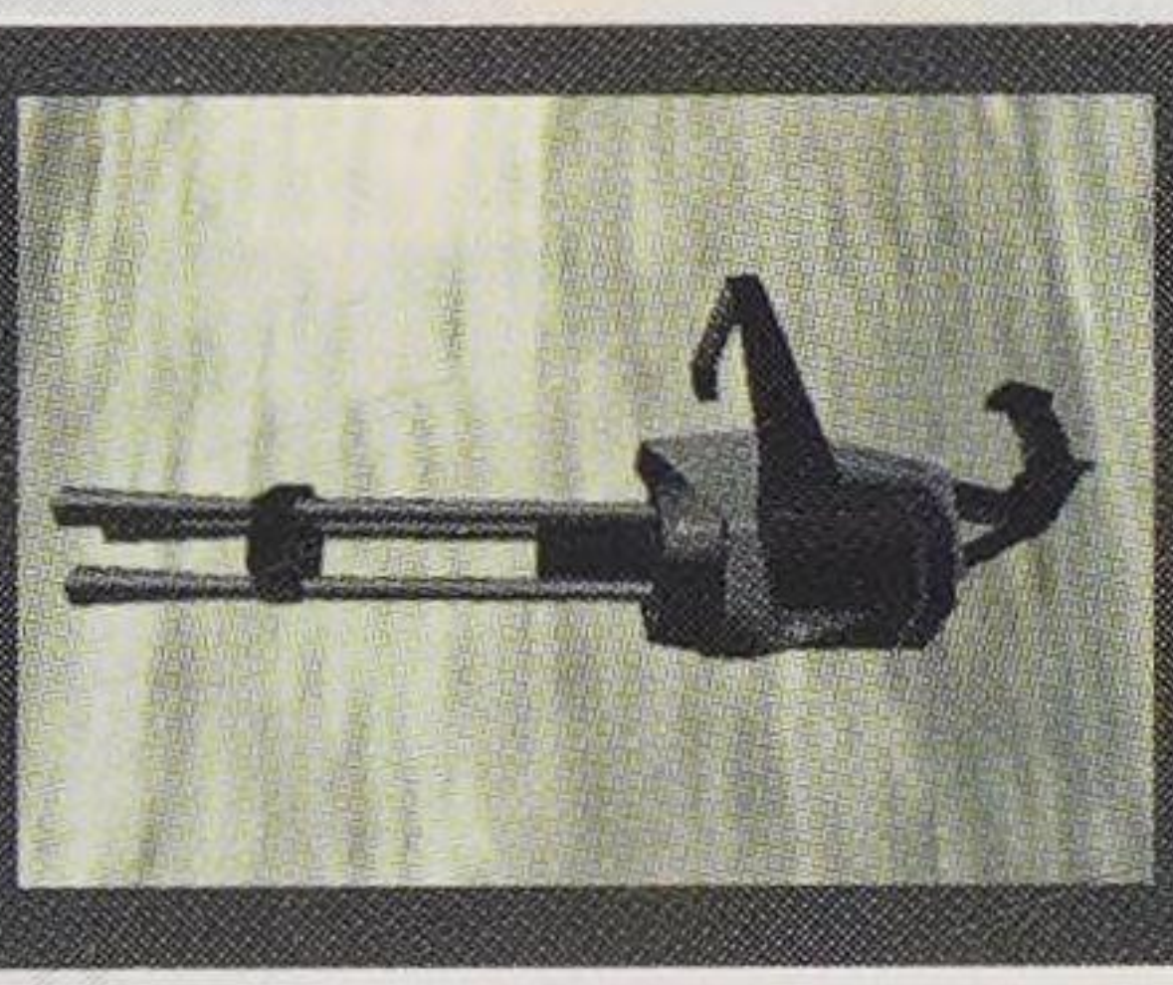


MP5K

The MP5K is a smaller version of the MP5, which was used in previous *Grand Theft Auto* games. This weapon is more powerful than its bigger brother and can be concealed more easily. You can find the MP5K at the end of the jetty in Aspatria (west coast Staunton Island) and under the overpass in Wichita Gardens, Shoreside Vale.

SLOT 10: LONG-RANGE RIFLES

There are two sniper rifles in Liberty City. Both weapons can only be fired from a standing position and only when the scope is used. These weapons are very similar, but what a difference there is...

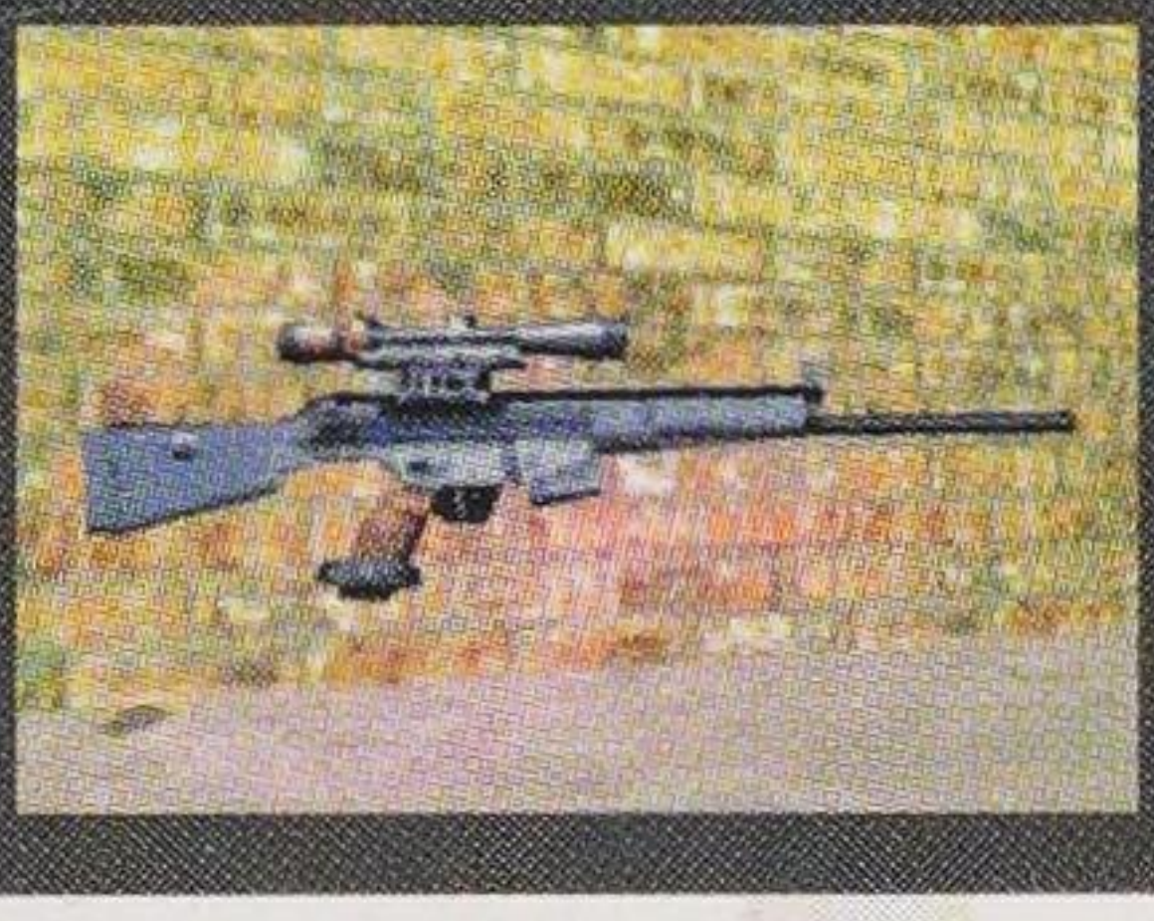


MINIGUN

Better known as the Gatling Gun, the Minigun was declared obsolete by the U.S. Army in 1911 after 45 years of service. It seems to work perfectly fine here in Liberty City, though. In fact, it's the most devastating weapon in the game and is the last one to become available at Phil Cassidy's gun shop in Staunton. You can find a free one on a hangar rooftop at the airport in Shoreside Vale.

SNIPER RIFLE

This is a single-shot rifle with a scope. Use R1 to bring up the scope. Press ■ (PSP: R button) to zoom in and ⊗ to zoom out. The Sniper Rifle can kill most any enemy with a single shot to any part of their body. Find a Sniper Rifle on the star monument in the large courtyard facing the south shore of Staunton Island. You can also purchase these from Ammu-Nation.

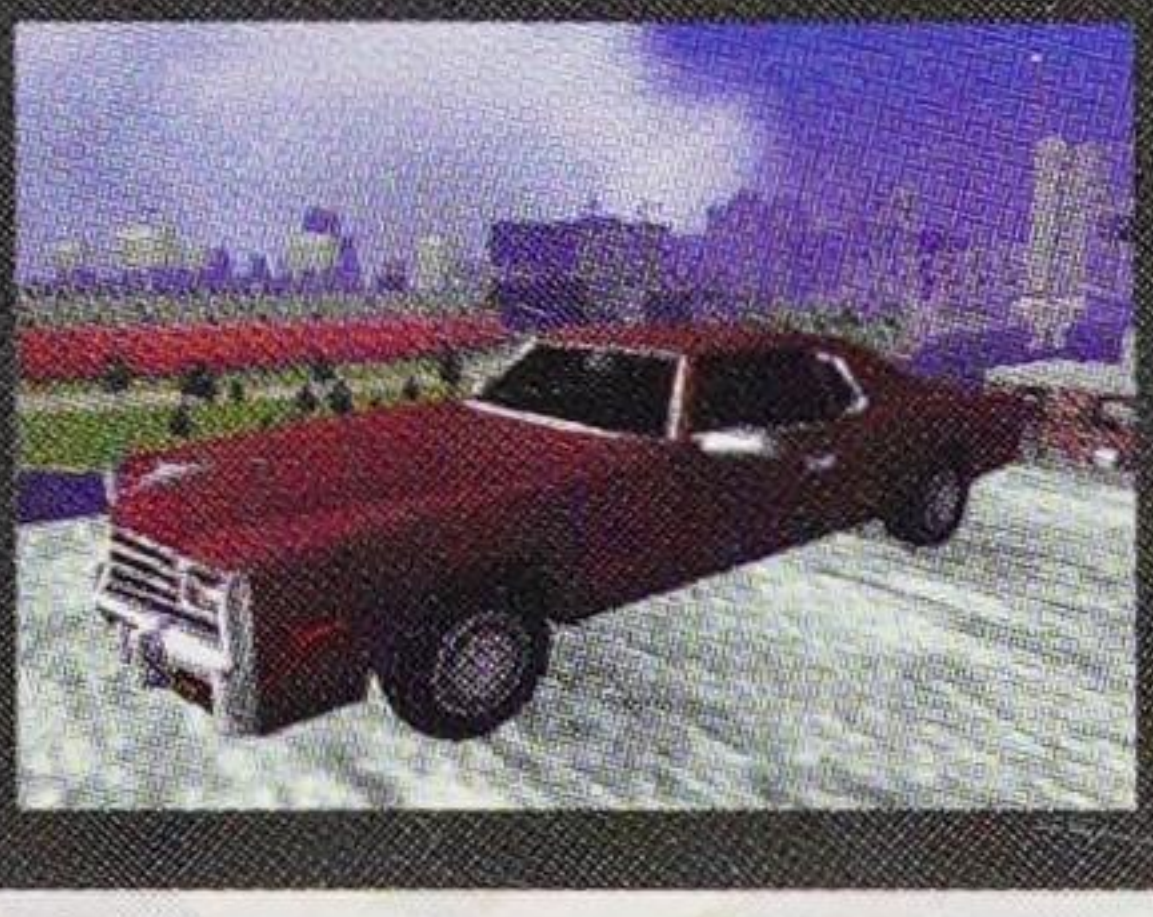


LASER SCOPE

The Laser Scope sniper rifle is a rapid-fire version of the regular sniper rifle. No more waiting for long reload times, which seems excruciatingly long if you missed your last target. Better yet, this rifle has a laser scope. Aim the red dot and shoot. It's that simple.

VEHICLE SHOWROOM//2-DOOR //MISCELLANEOUS

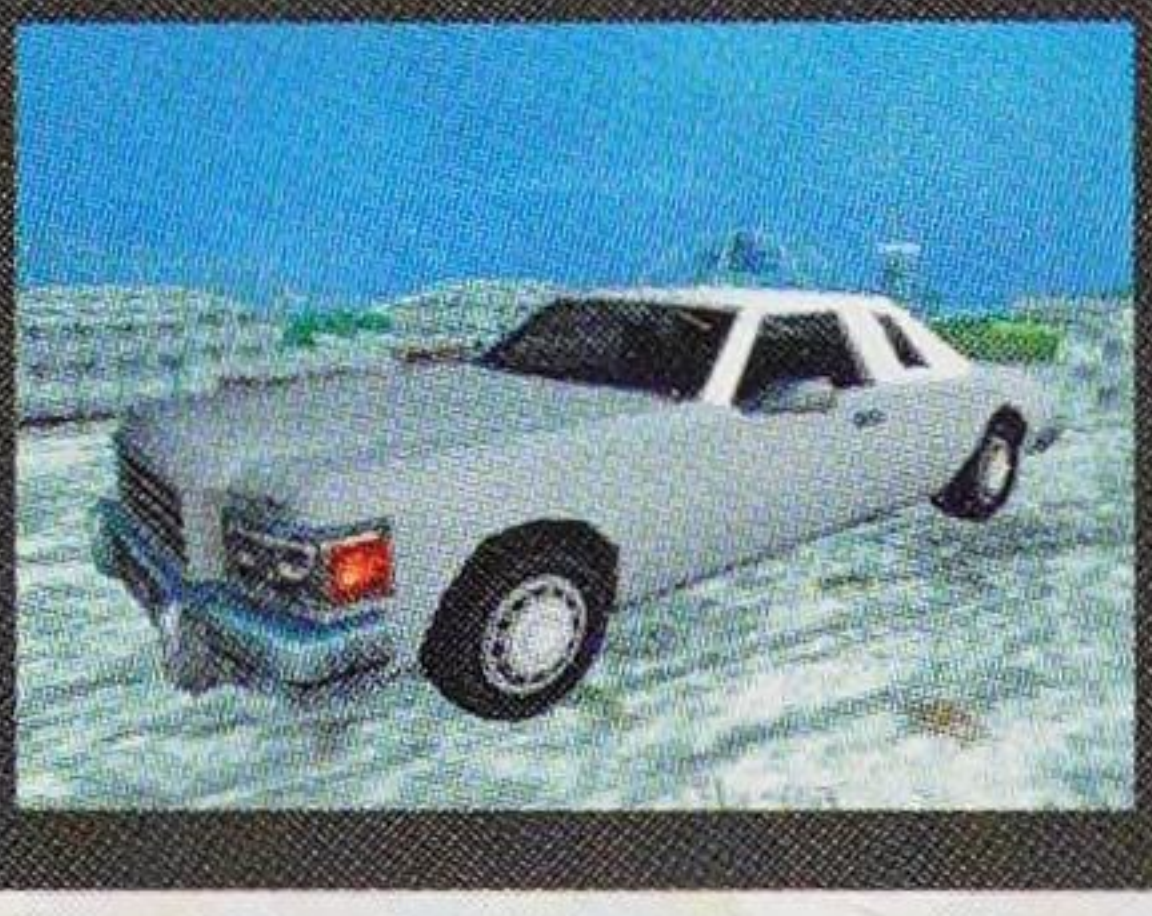
2-DOOR



ESPERANTO

SPEED:
HANDLING:

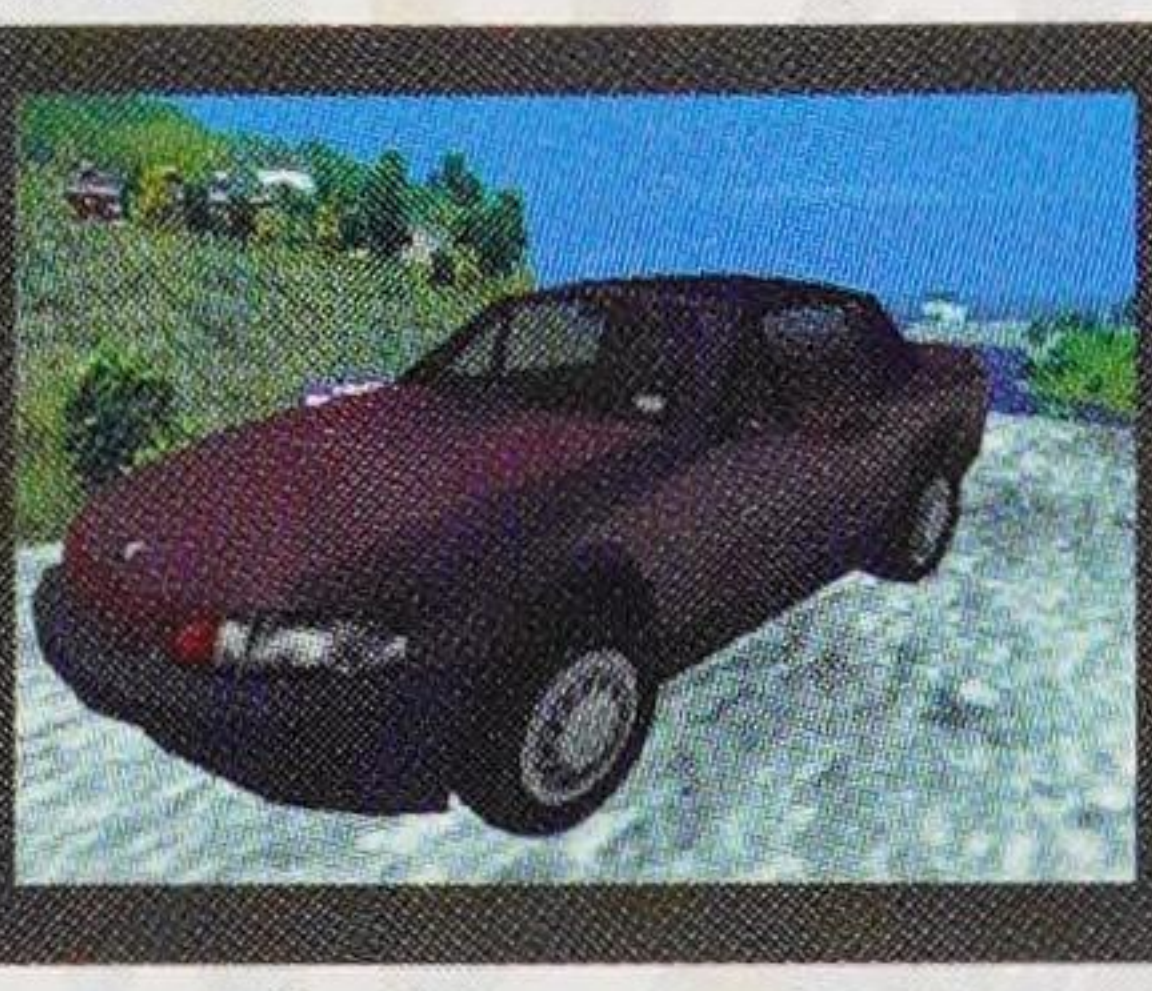
Gives the Idaho a run for its money. The Esperanto is big, bulky, and sluggish, but it eventually gets up to speed. It's just like a tank… except no treads… and no weapons… and it's not durable.



IDAHO

SPEED:
HANDLING:

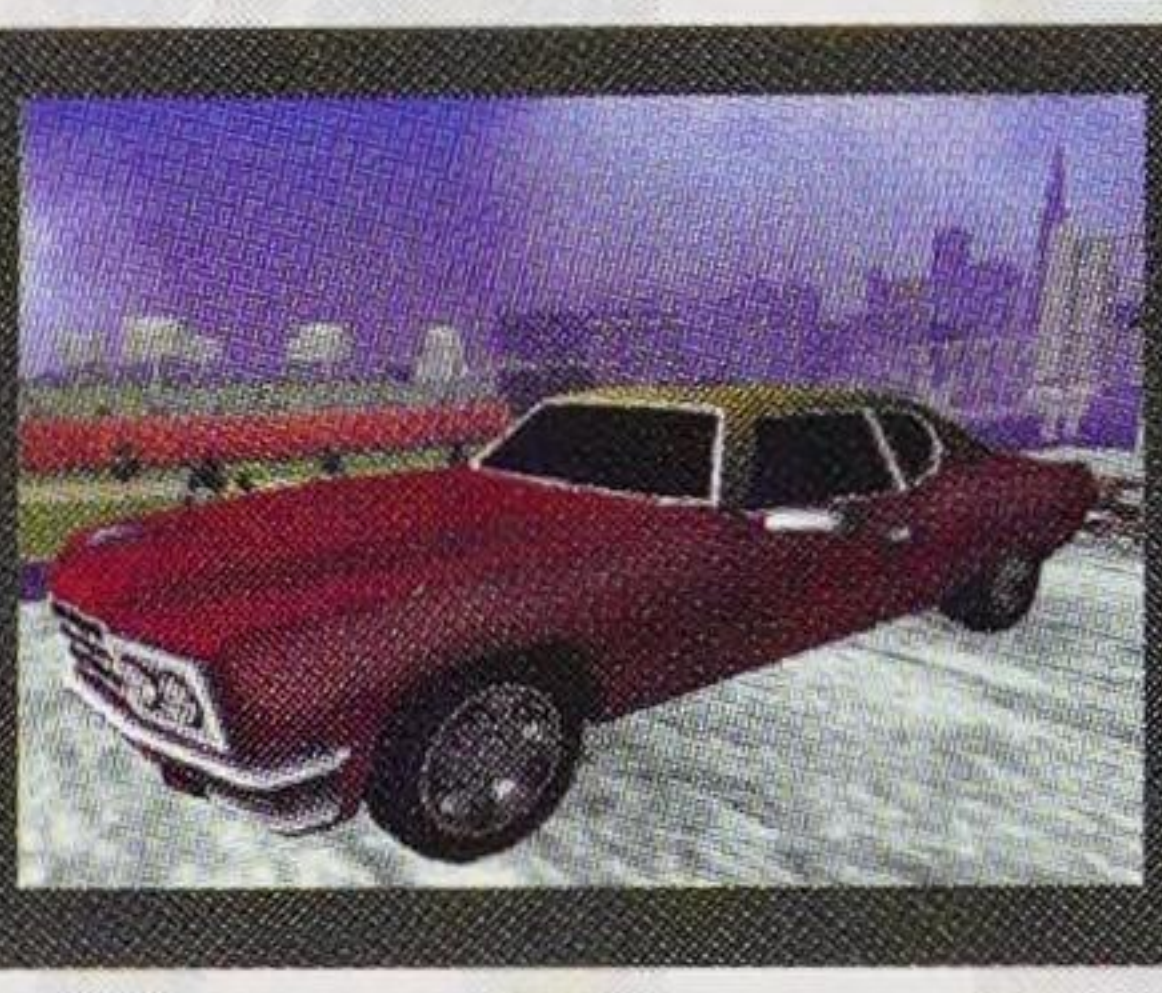
This heavy, hulking 2-door is sluggish, but handles fairly well considering its length.



MANANA

SPEED:
HANDLING:

Never thought we'd say it, but we actually enjoy the Manana. This years' model is sportier and handles… well, like no other vehicle in the game. It's short wheelbase makes for extremely tight cornering—you can whip it around any corner without using drift braking. It's like a fast scooter on four wheels! It does okay off-road, as well.

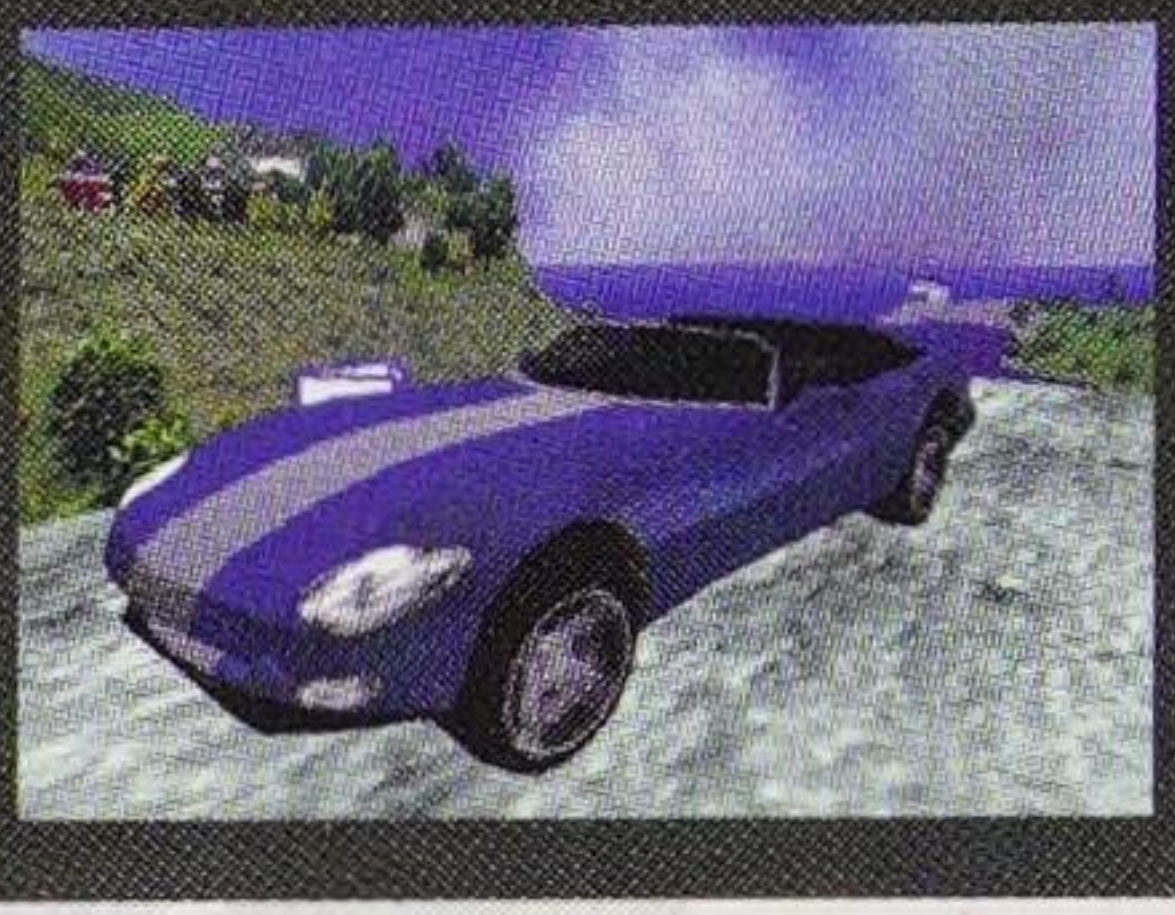


YARDIE LOBO

SPEED:
HANDLING:

The Yardie Lobo may look like an Idaho or Esperanto, but it sure doesn't feel that way when you're behind the wheel of this old gang car; its got power, speed, and handles pretty well for its size.

HIGH PERFORMANCE

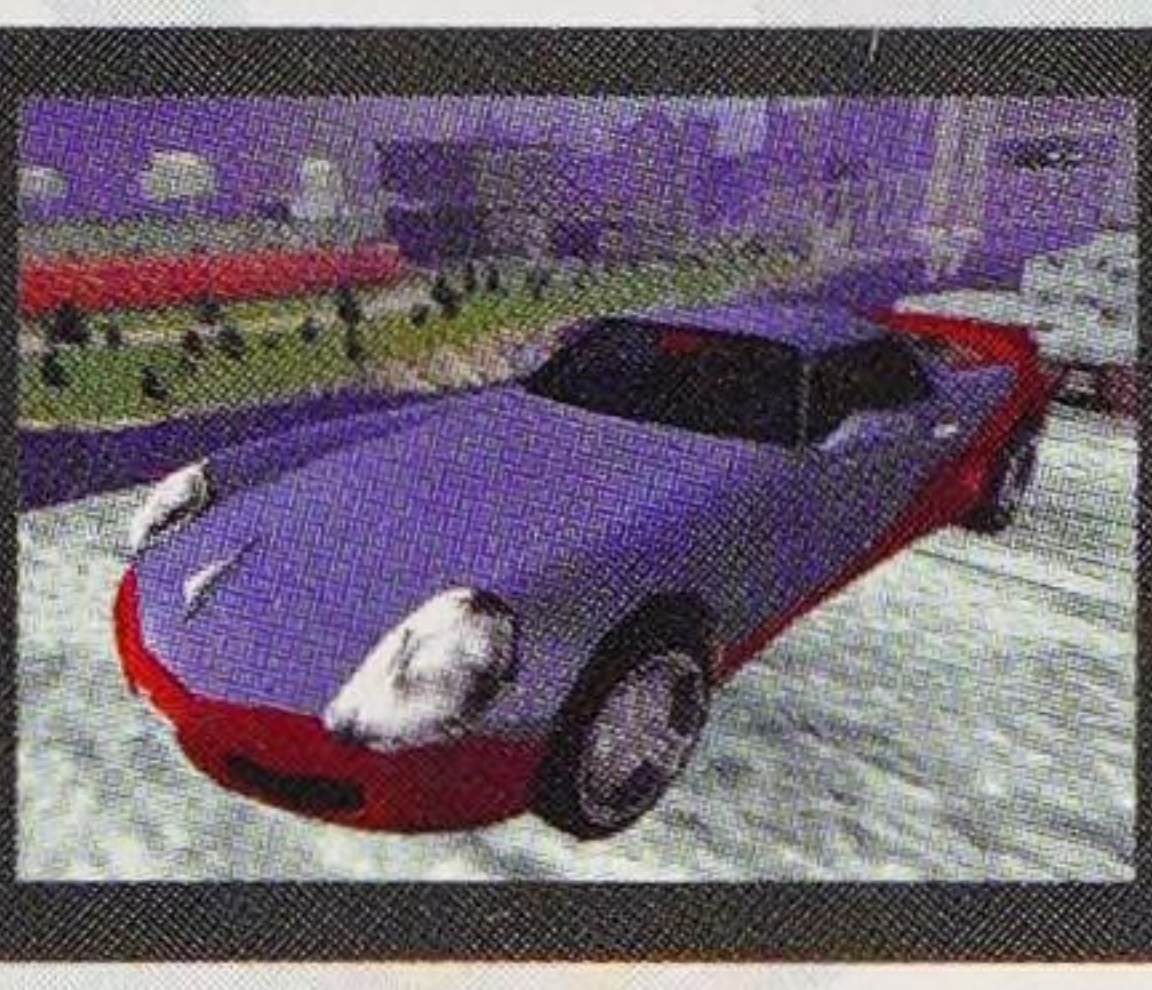


BANSHEE

SPEED:
HANDLING:

The Banshee is the coolest looking ride in the game, but does not quite match the performance of the Cheetah and Infernus. That's no reason to ever walk by one without a little test drive, though!

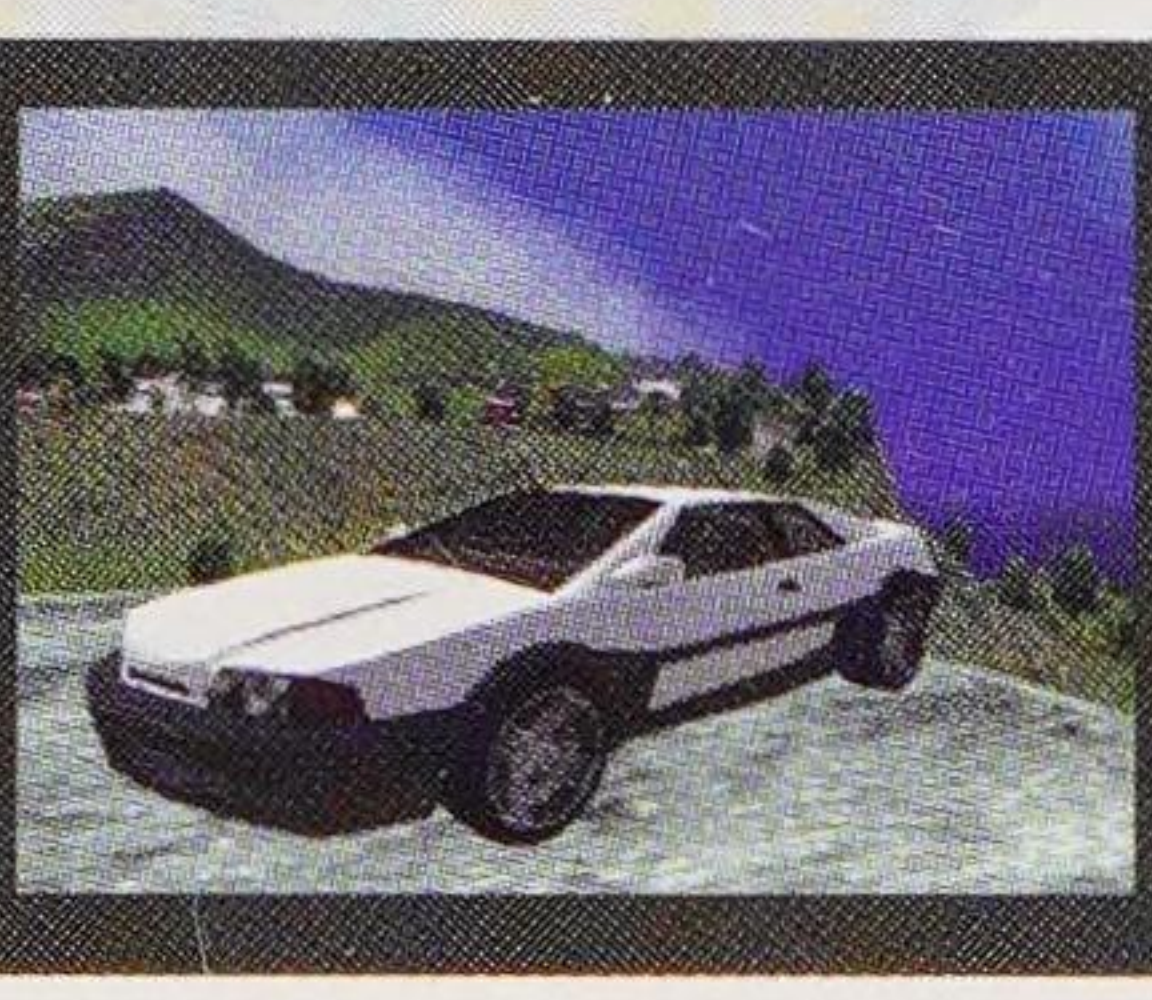
4-DOOR MIDSIZE & FAMILY



YAKUZA STINGER

SPEED:
HANDLING:

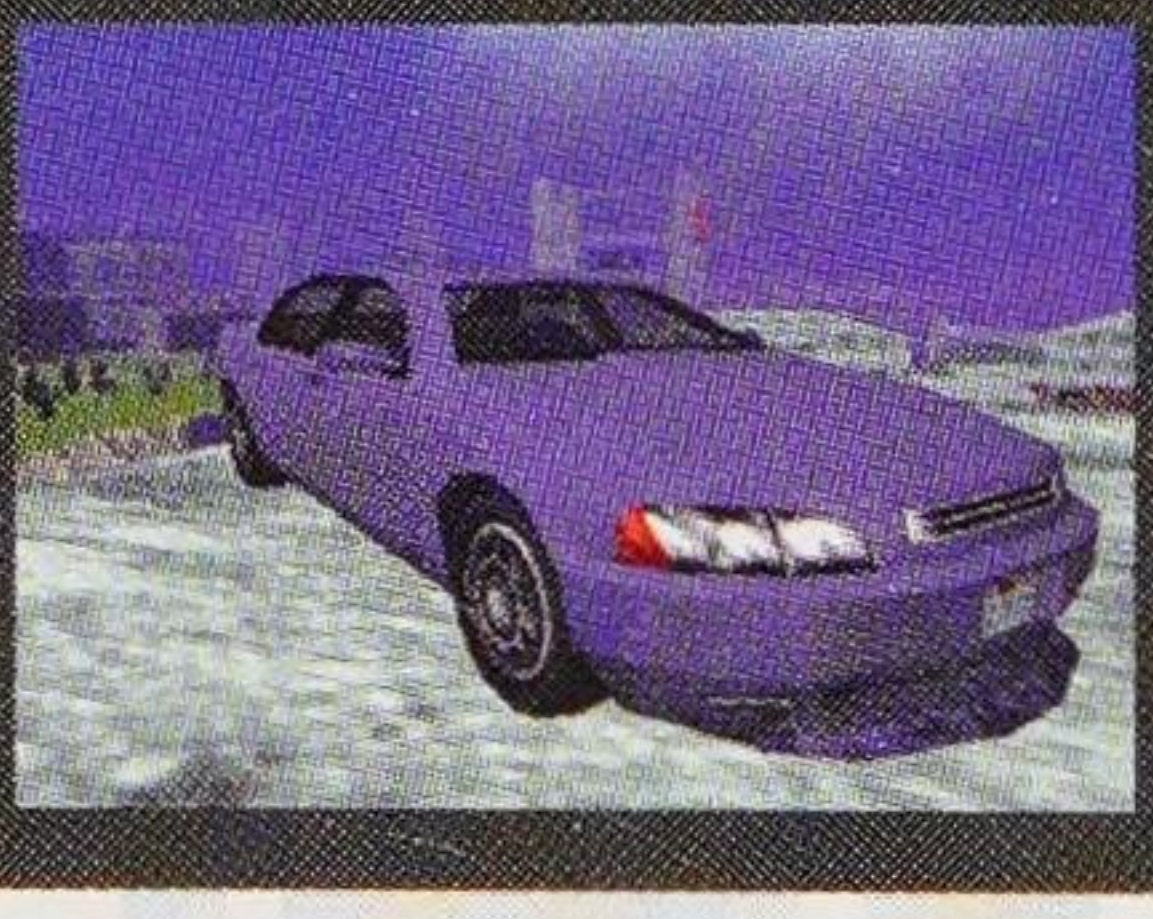
This is one of the finest machines in Liberty City. It's Stinger through and through—only the Yakuza have taken liberties with body customization.



V8 GHOST

SPEED:
HANDLING:

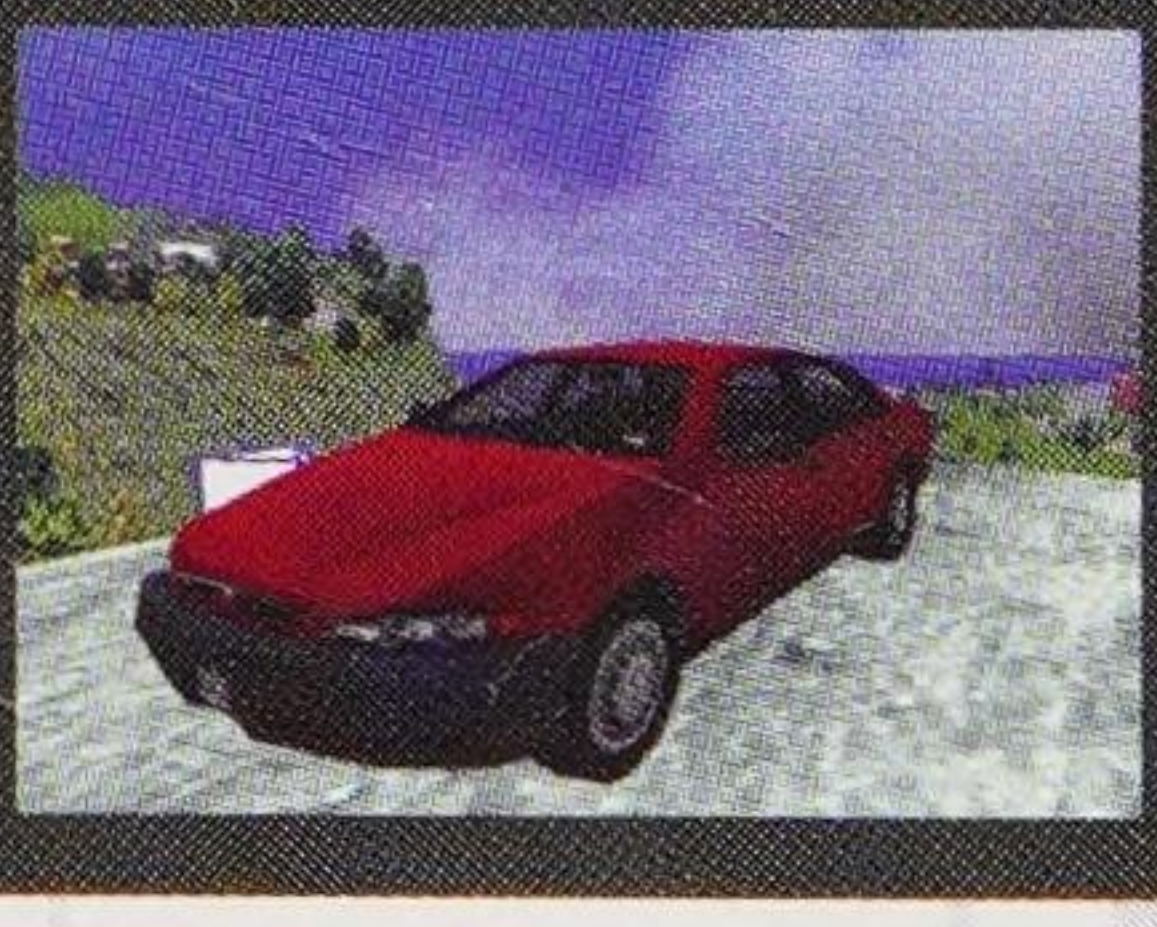
The V8 Ghost is very light, especially in the rear. It gets incredible air off jumps. If you ever want to substitute a PCJ-600 in a Unique Stunt Jump and see if it can still be executed, try it in this sports car. It's a little bouncy in the back, but its light end also allows you to whip it around corners more easily. It's a fine car.



FORELLI EXSESS

SPEED:
HANDLING:

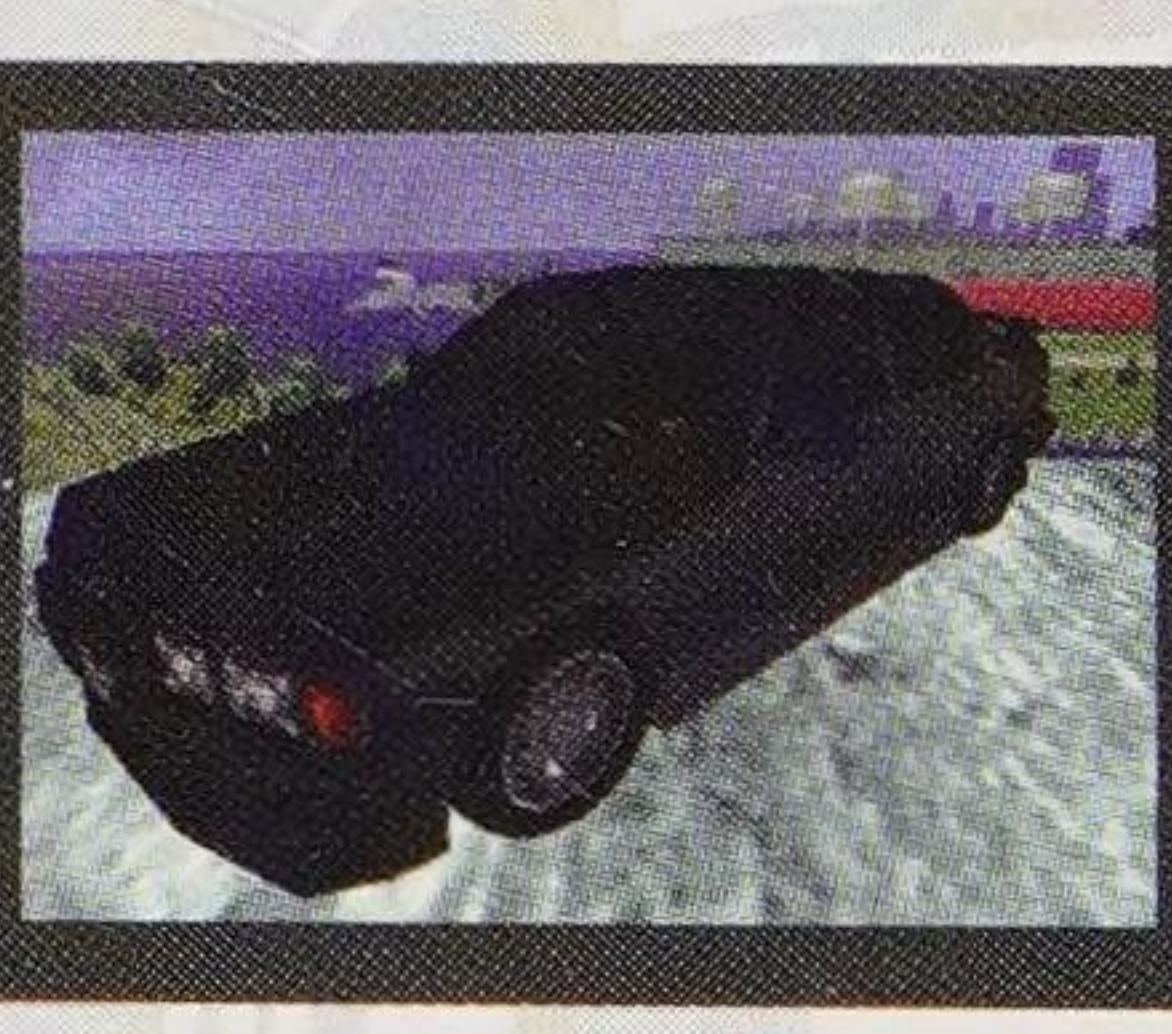
Mobsters' vehicles are known to be of exceptional quality and the Forellis' choice of car is no exception. The Exsess is fast, low to the ground, and it handles beautifully. It's almost up to par with the Leone Sentinel.



KURUMA

SPEED:
HANDLING:

The Kuruma is an extremely average car. Its speed is average, its handling is average, and when you drive it, you feel average. Its back wheel traction breaks easily.

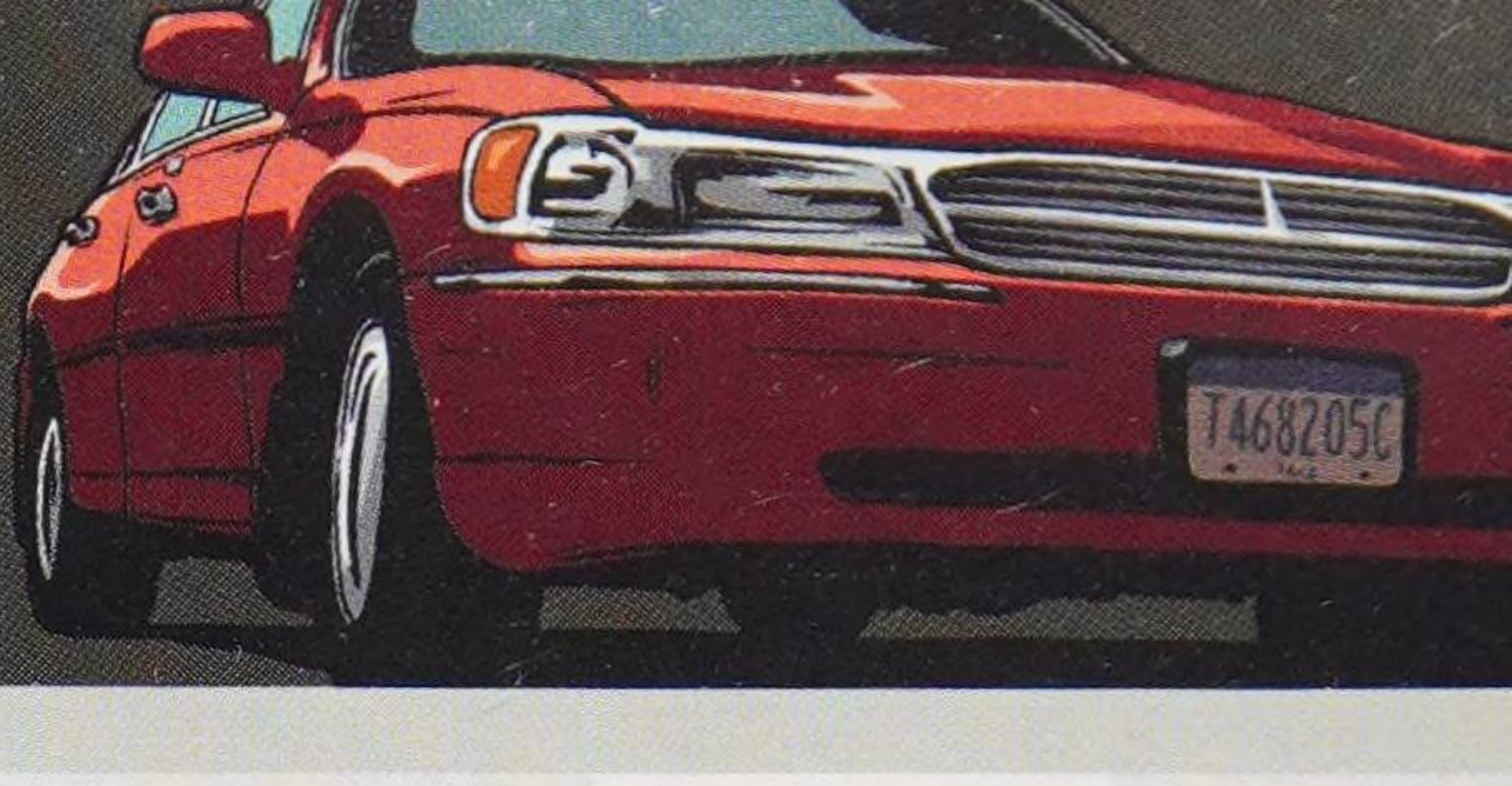


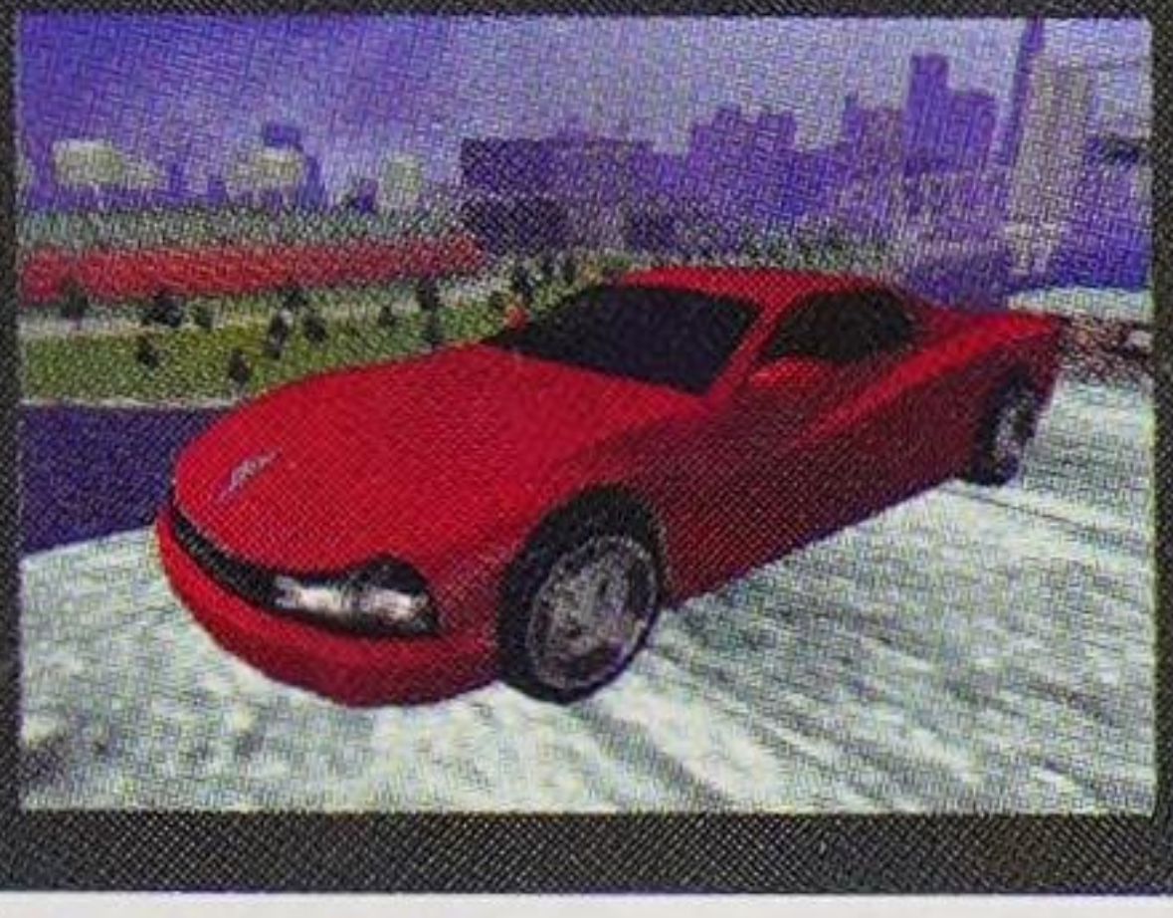
LEONE SENTINEL

SPEED:
HANDLING:

This is the finest family auto in the group. The Leone Sentinel is strong off the starting line, gets up to speed quickly, and handles like a fine Italian sports car. Don't look further than your own backyard when you need a fast car for a little illegal street racing.

VEHICLE SHOWROOM

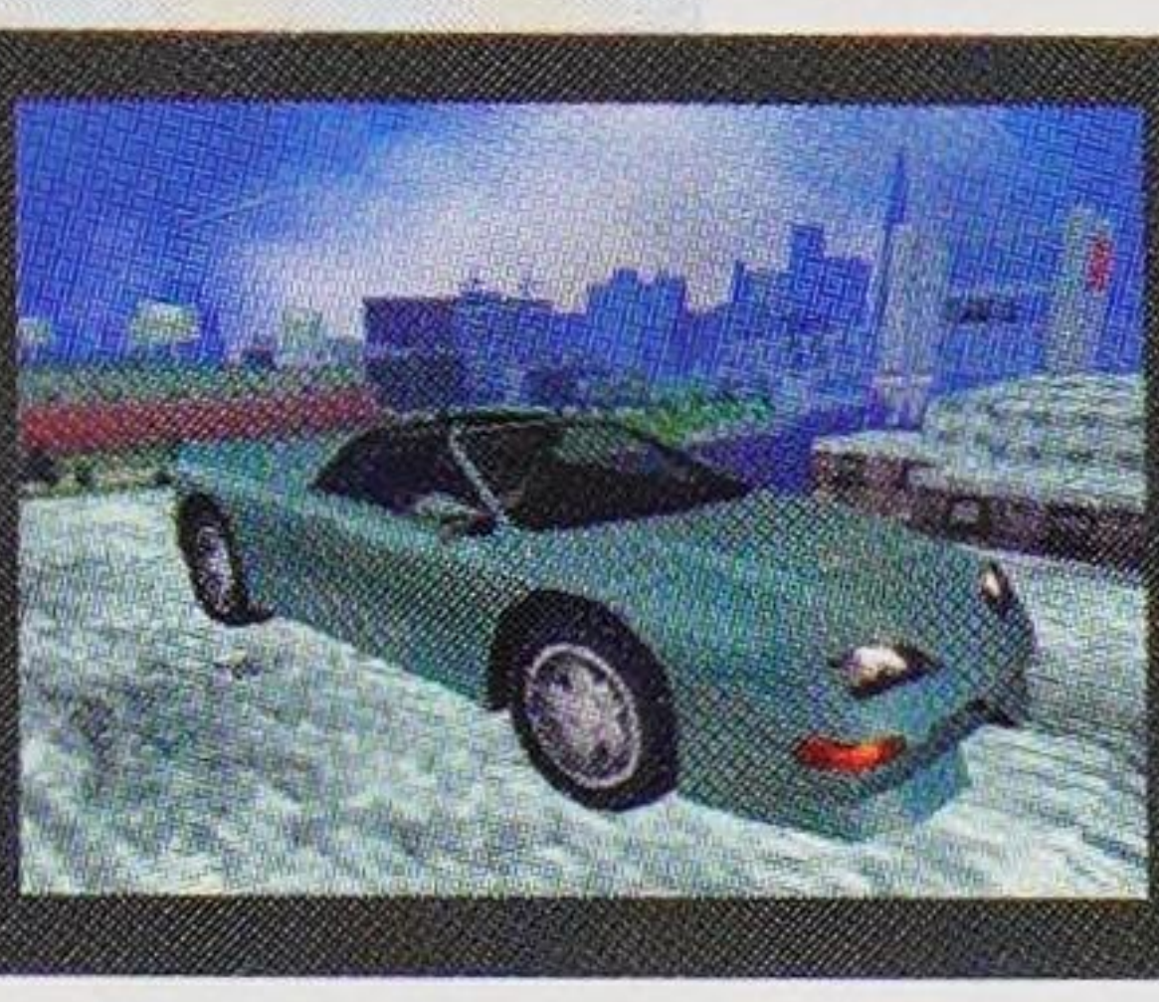




CHEETAH

SPEED:
HANDLING:

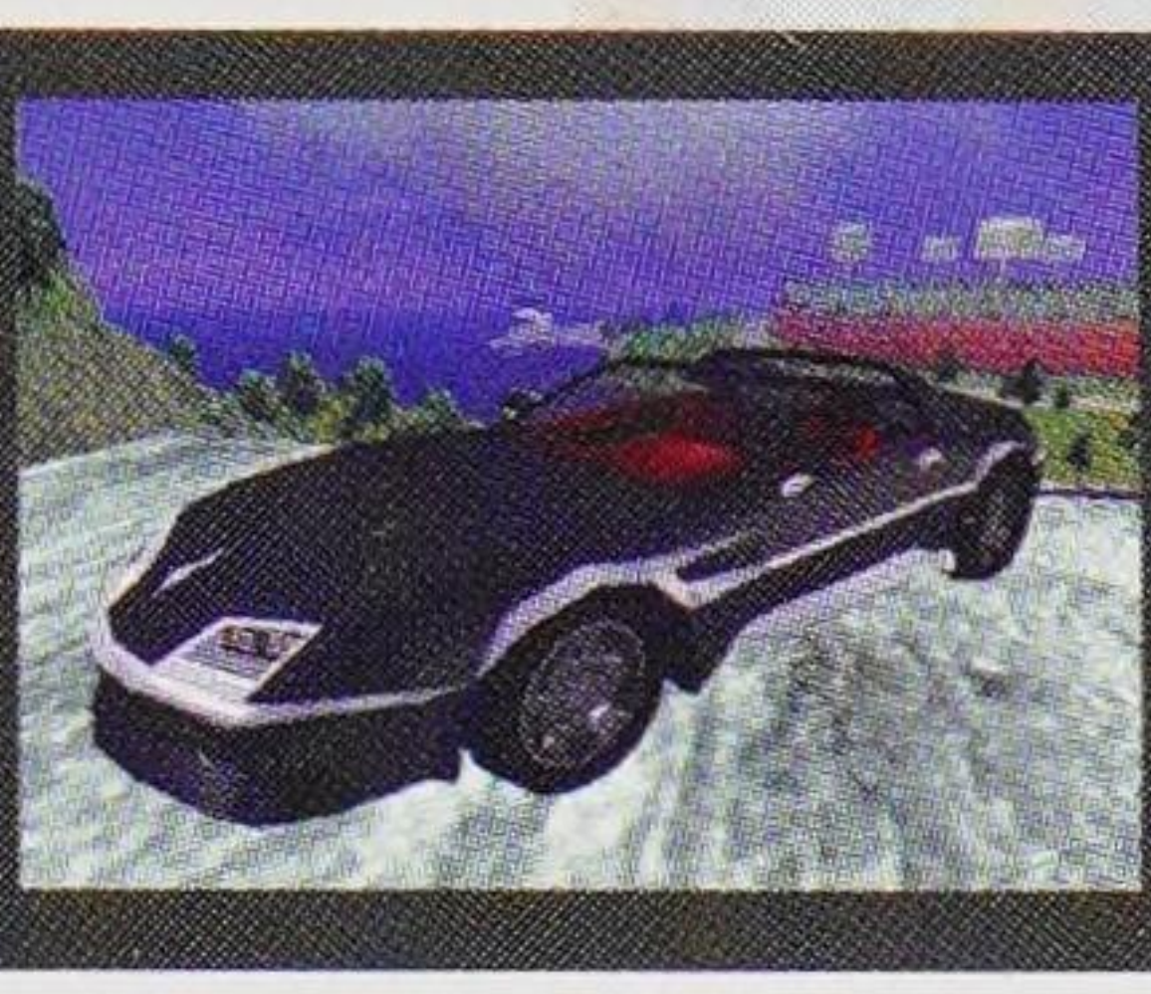
The next best thing to an Infernus, the Cheetah is incredibly similar, but just a bit slower. It handles like a dream, though. You can find plenty of both vehicles in Cedar Grove, Shoreside Vale. Cheetahs can also be found in south Staunton.



DEIMOS SP

SPEED:
HANDLING:

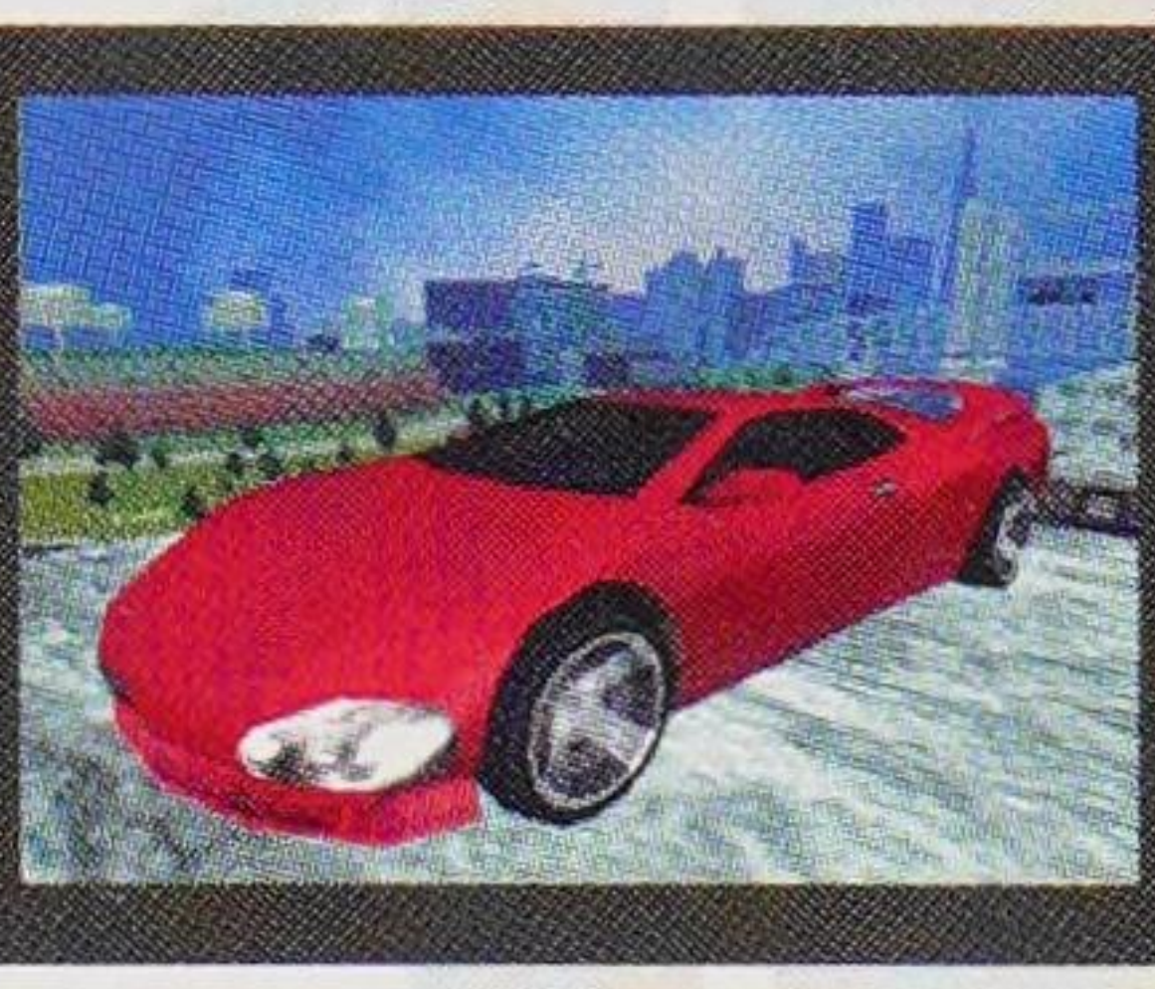
The Deimos SP is a new addition to the world of Grand Theft Auto, and not a bad one at that. It's not as fast as a Cheetah or Infernus, but it gives 'em a run for their money. The handling is good, but does not grip the road quite as well as the cream of the crop.



PHOBOS VT

SPEED:
HANDLING:

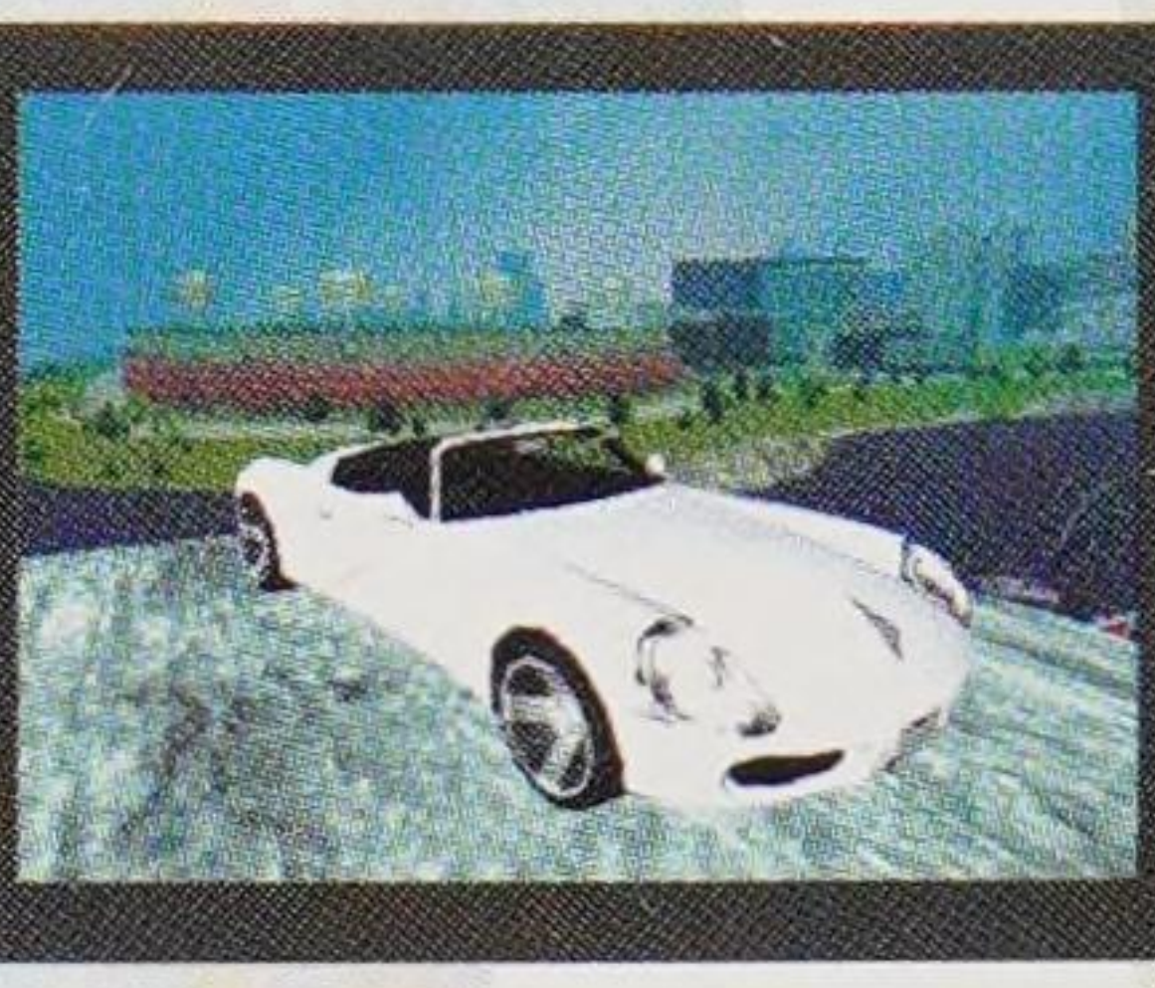
The Phobos VT is a surprisingly little machine. It's like a cross between a Trans-AM and a 'vette. It's very fast and hugs the road. It's also light and very manageable.



INFERNUS

SPEED:
HANDLING:

The Infernus is the fastest vehicle in the game. You'll have a hard time experiencing its top end performance because there are not many roads long enough or clear enough to open 'er up. It seems to just go faster and faster the longer you floor it. It handles like a dream! There's no substitute.

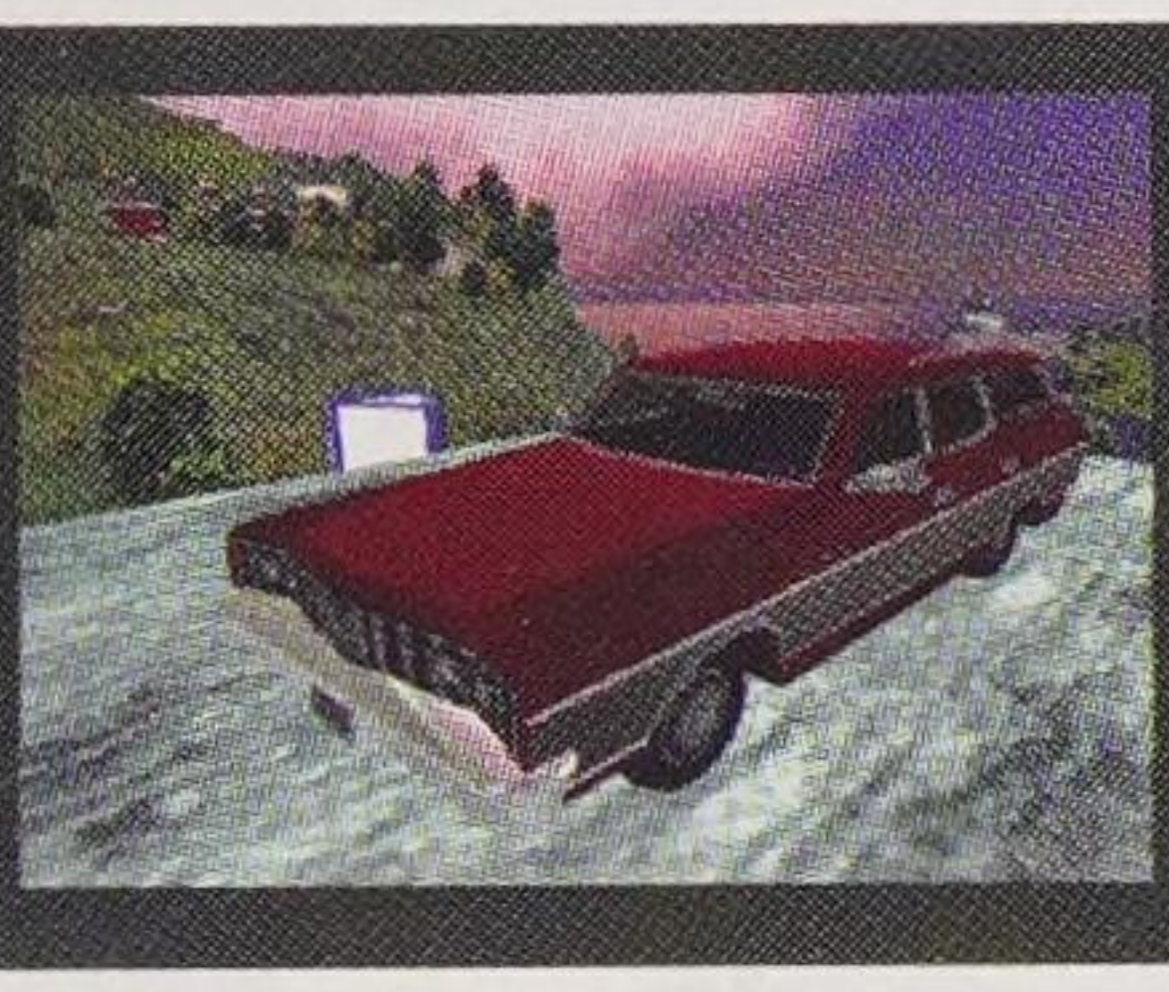


STINGER

SPEED:
HANDLING:

This car feels better than the Deimos SP, but not quite as good as a Cheetah. It handles great, responds well, and sticks to the road. The Stinger is the preferred auto of the Sicilian mafia.

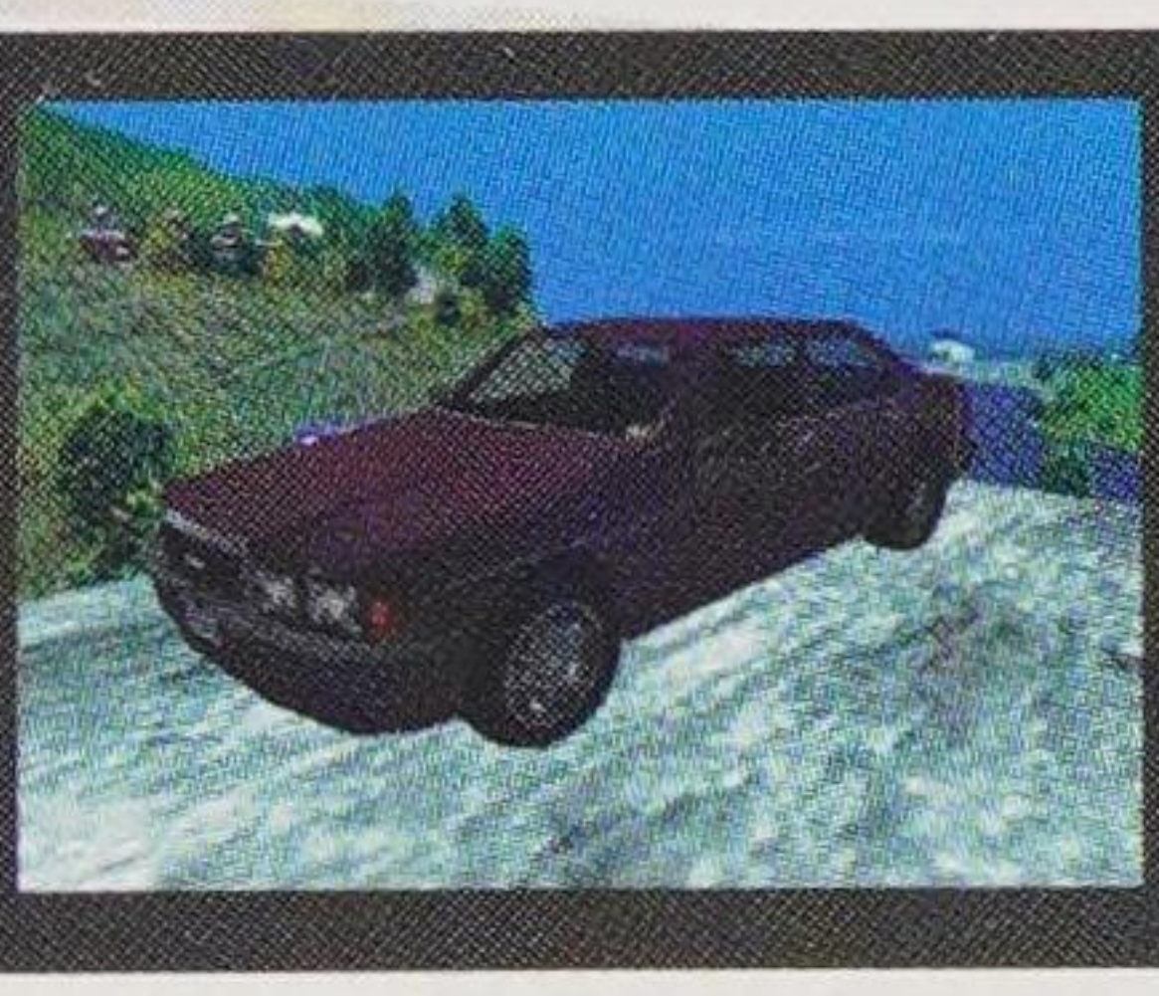
MISCELLANEOUS



PERENNIAL

SPEED:
HANDLING:

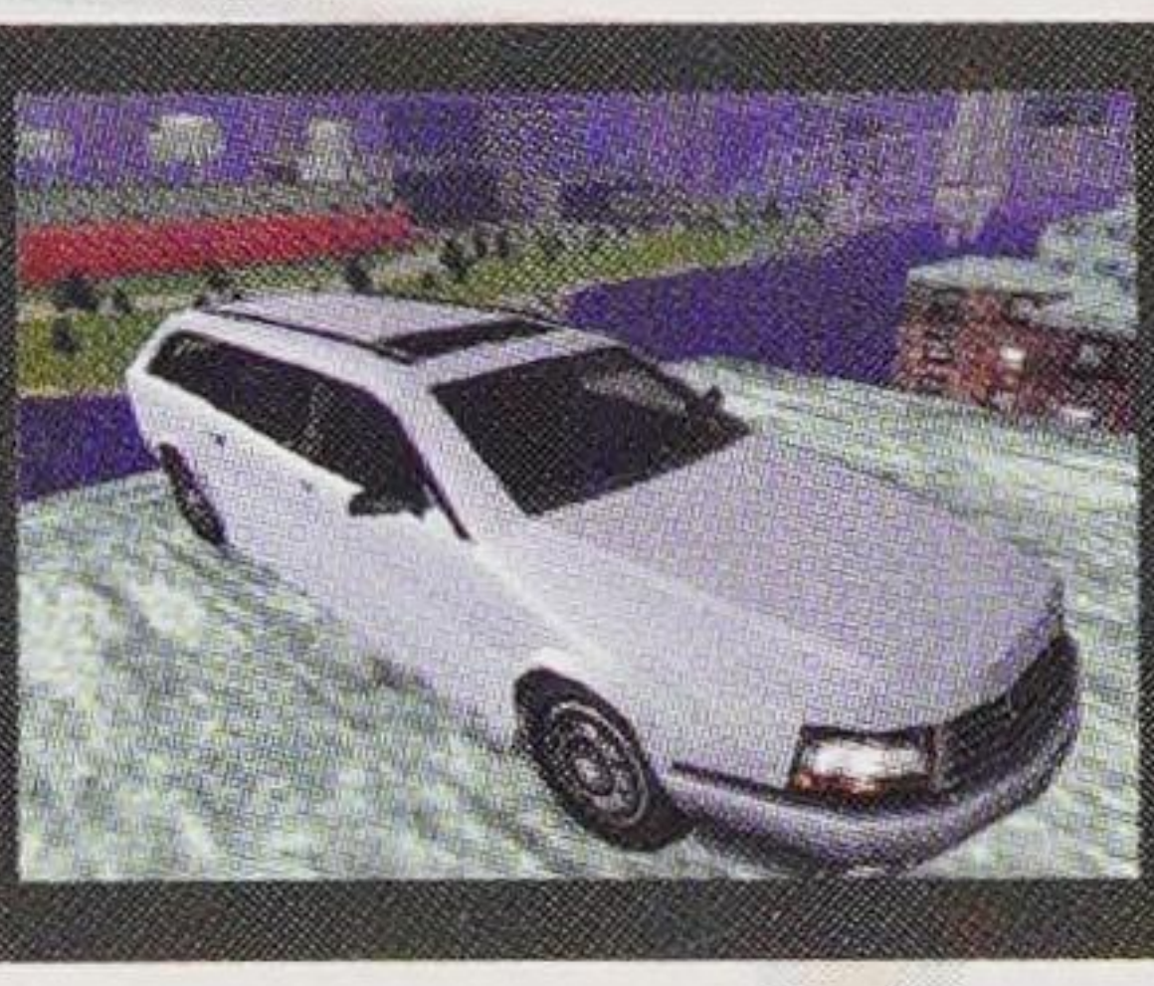
You'll actually be surprised when you drive this Perennial model; it's not that bad. It has good pick up, handles well, and has a decent top speed.



SENTINEL

SPEED:
HANDLING:

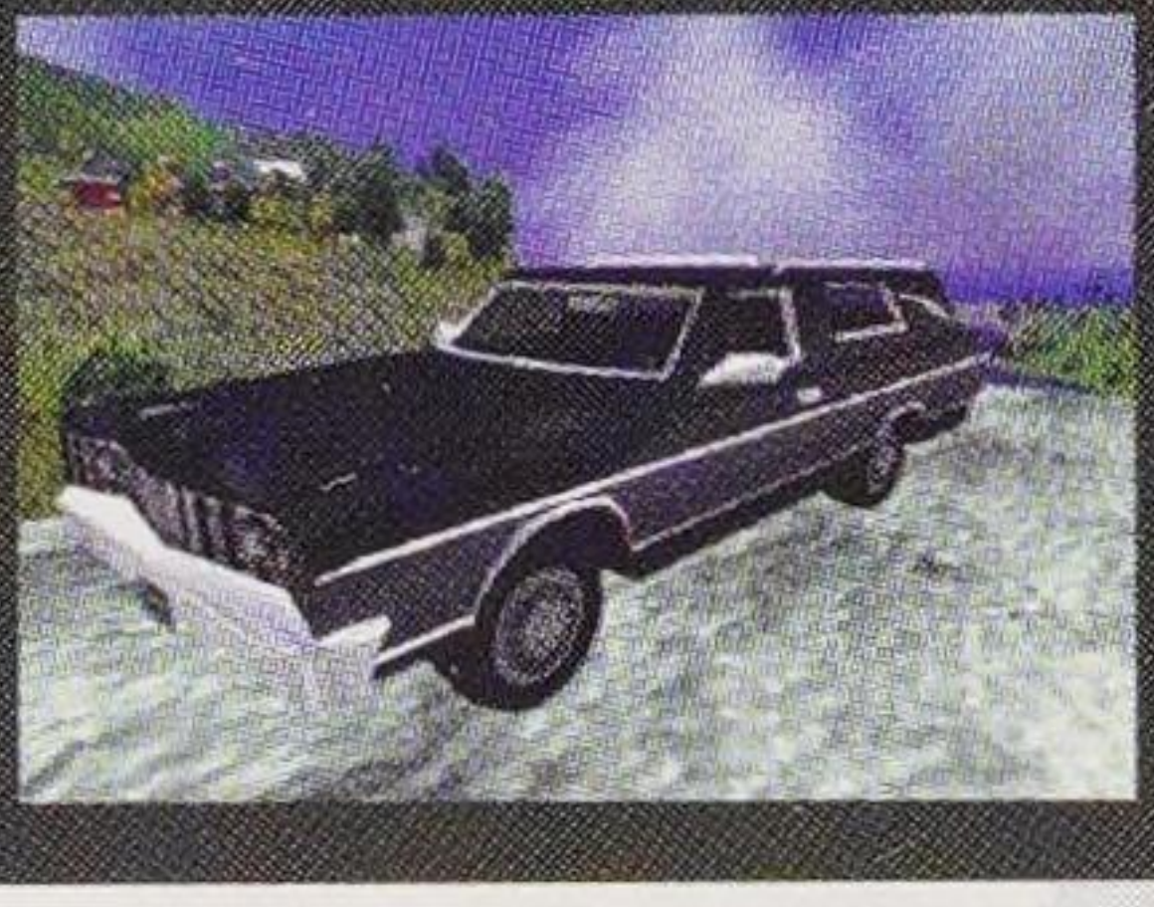
Looks can be deceiving. The four-door Sentinel is another surprisingly good drive. It's a little floaty in the steering, but grips the road well. It's pretty fast for a non-sports car and does fairly well off-road. This is a well-rounded getaway car.



SINDACCO ARGENTO

SPEED:
HANDLING:

Not a bad find early on in the game, but if you have a choice between a Leone Sentinel and this Sindacco Argento station wagon, go with the Leone. However, it is fast, low to the ground for good handling, and one of the best vehicles you'll find in Portland.



HEARSE

SPEED:
HANDLING:

The Hearse is a surprisingly lively ride.

VEHICLE SHOWROOM//MOTORCYCLES & SCOOTERS //ODD JOB VEHICLES

MOTORCYCLES & SCOOTERS

STRETCH

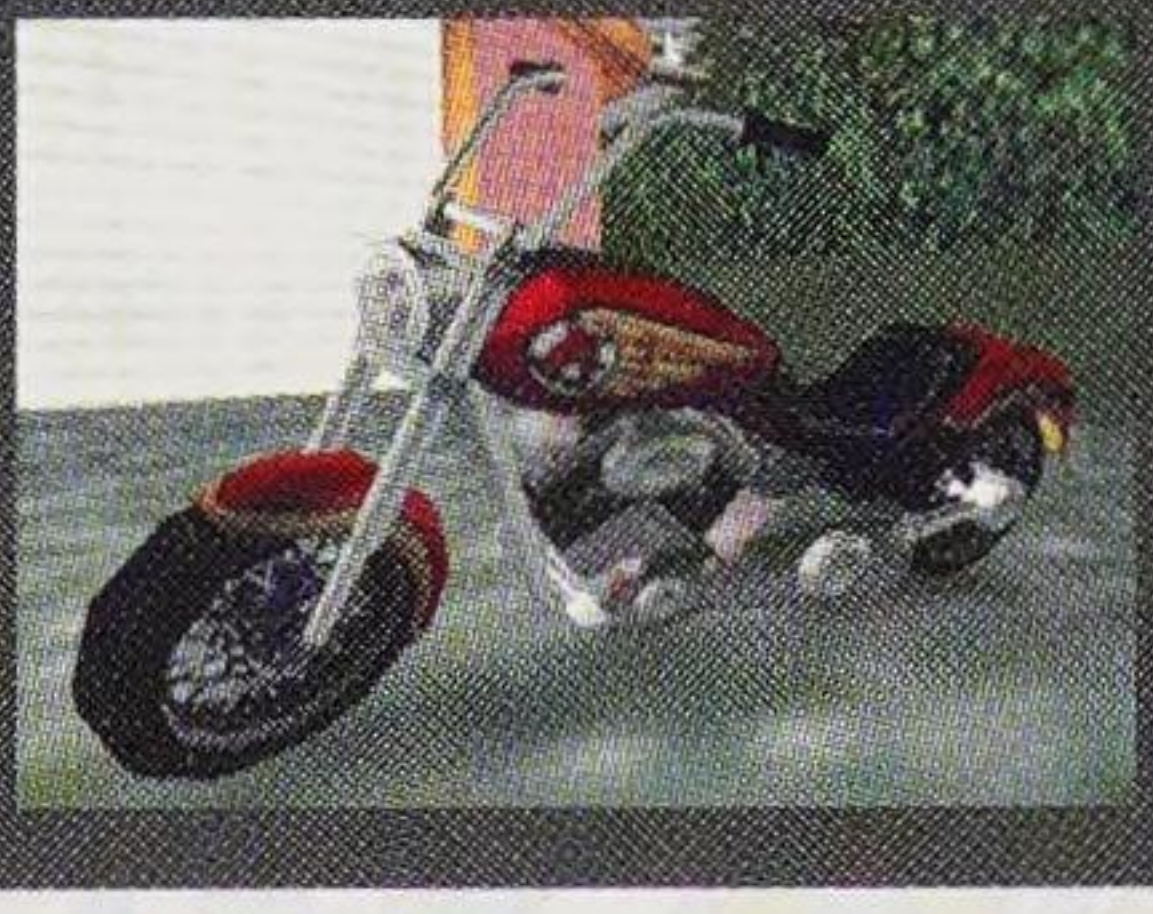
SPEED:
HANDLING:

Once it gets up to speed (it helps if you're going downhill), this car can hang with the average 4-door vehicle; however, its length and weight make it challenging to get across town, especially if the town has corners. You may not get there on schedule, but you will arrive in style.

ANGEL

SPEED:
HANDLING:

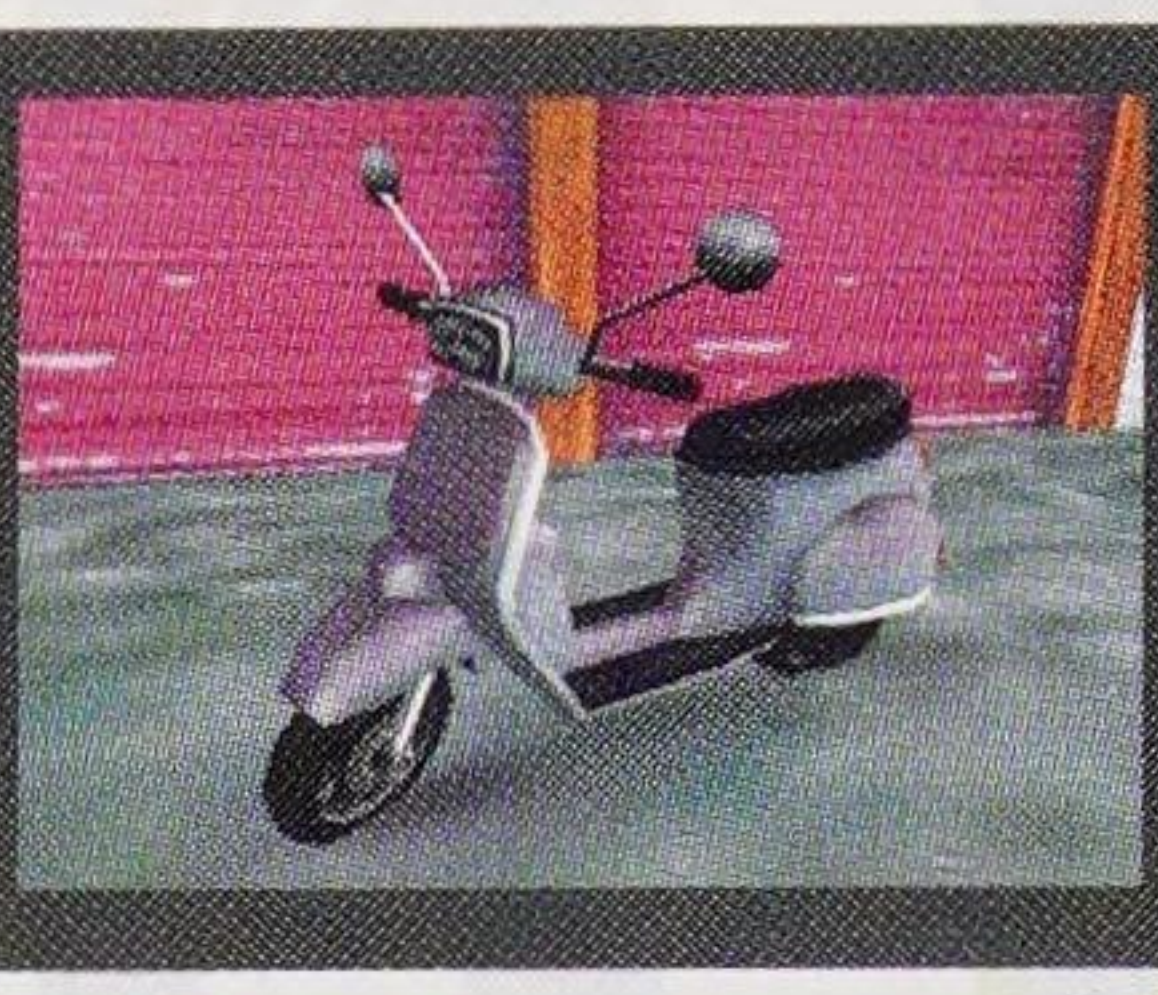
This Harley-esque bike is stable and fast—once you get it up to speed. It's also very cool. There'll be no stoppies on this hog.



AVENGER

SPEED:
HANDLING:

The Avenger is a super-Angel motorcycle that is unlocked by completing 15 Avenging Angel missions in Portland. The Avenger is a more durable, faster, and more stable ride than the Angel. This appears at your safe house when the above condition is met.



FAGGIO

SPEED:
HANDLING:

The infamous Faggio. It's not much to look at, but you sure get noticed when you're riding one. It has excellent handling, which makes for a safe trip across town. Get on the one parked at the dock yard in Newport and do a little, "Go Go Faggio."

FREEWAY

SPEED:
HANDLING:

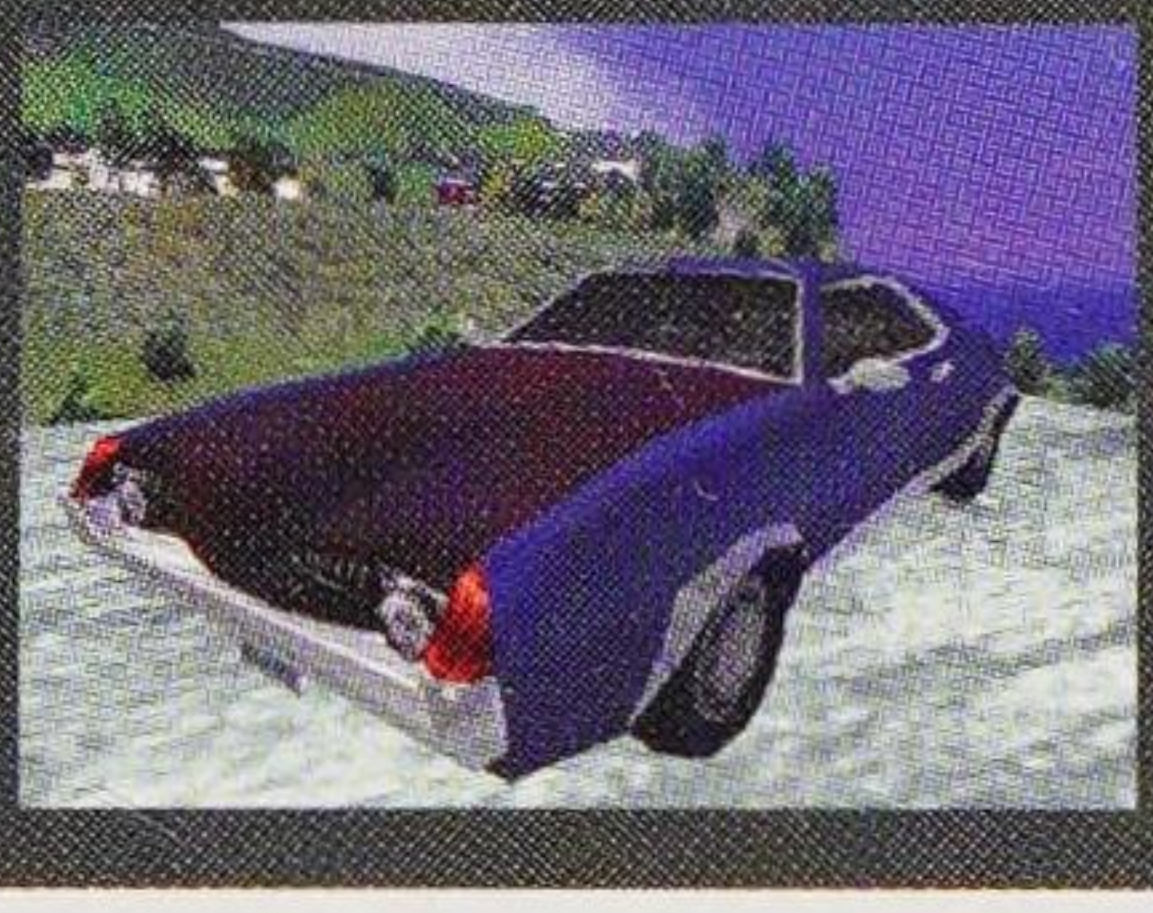
It's a toss up. Which is better: A Freeway or an Angel? They both seem to feel the same, but we believe there may be a little more stability in a Freeway.

MUSCLE CARS

DIABLO STALLION

SPEED:
HANDLING:

It's what the Stallion aspires to be. The Diablo Stallion is an 8-cylindar, customized classic with tons of torque and high end performance. The only drawback is that there were few too modifications to the Stallion's suspension and handling.



HELLENBACH GT

SPEED:
HANDLING:

Wow! Man, does this thing have power! So much power that its own rear tires can't handle it. You'll feel like you've been to hellenbach after driving this muscle car.

STALLION

SPEED:
HANDLING:

It looks like a muscle car, but looks can be deceiving. The Stallion is floaty, slow, and handles like a wet paper bag. It's like a 4-cylinder Mustang.

THUNDER-RODD

SPEED:
HANDLING:

The light weight and high speed of this vehicle make it great for the jumps. It gets a little slippery around corners and its high center of gravity makes it a bit too wobbly when weaving in and out of traffic. Steal one from Sucho and save it in your garage for Love Media's "Car-azy Car Giveaway."

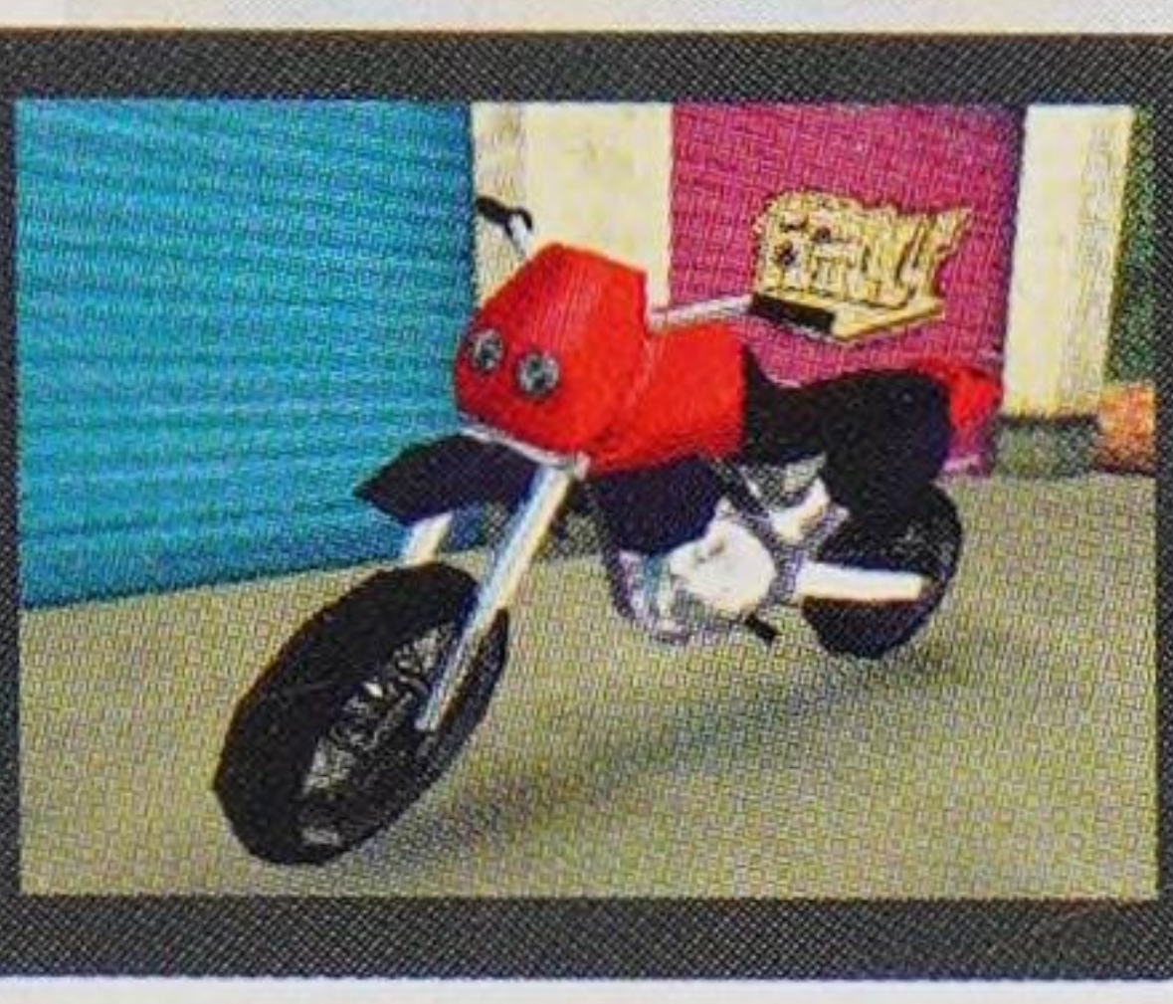
ODD JOB VEHICLES

AMBULANCE

SPEED:
HANDLING:

Press R3 (PSP: press Up) to begin "Paramedic." Press L3 (PSP: press Down) to turn the sirens on and off. When you enter an Ambulance, you automatically recoup 25% of your lost Health. The Ambulance is fast for its size, but the rear traction is broken easily and it's very unstable when cornering fast. If you like riding on two wheels, drive an Ambulance.

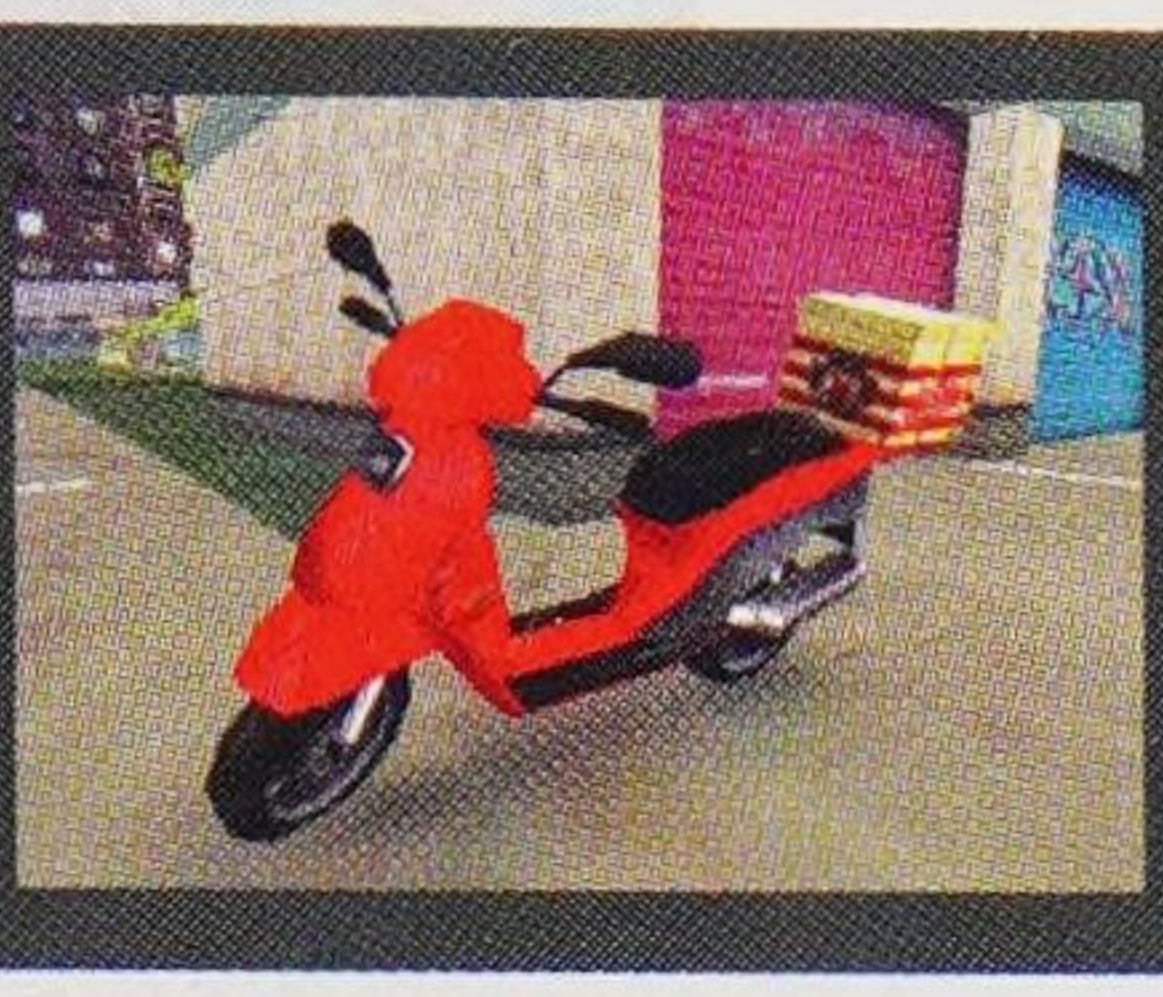
VEHICLE SHOWROOM



MANCHEZ

SPEED:
HANDLING:

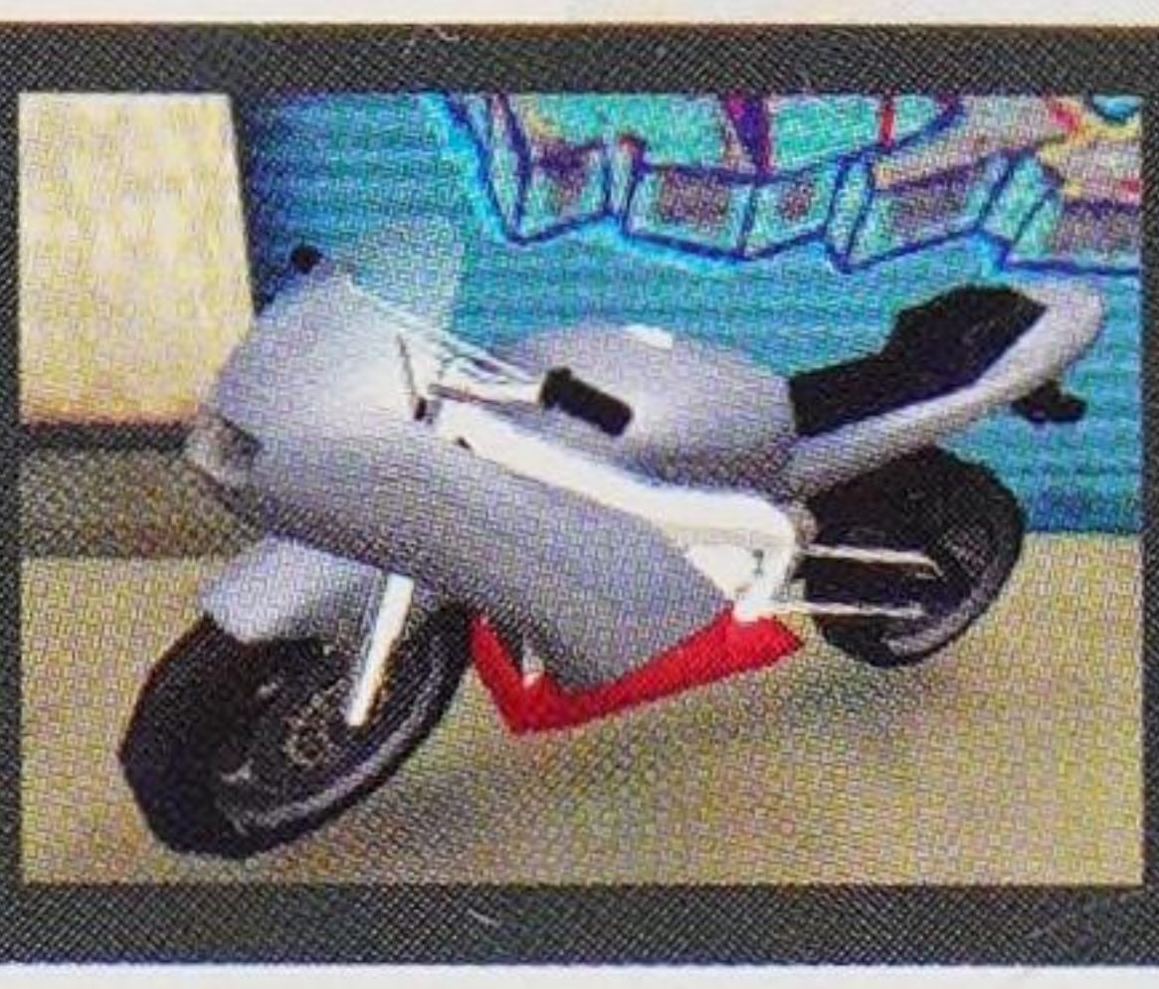
The Manchez is a super Sanchez—giving you much more stability, durability, speed, and maneuverability. Unlock one by completing the 10 courses of Bumps & Grinds (a Portland pastime).



NOODLEBOY

SPEED:
HANDLING:

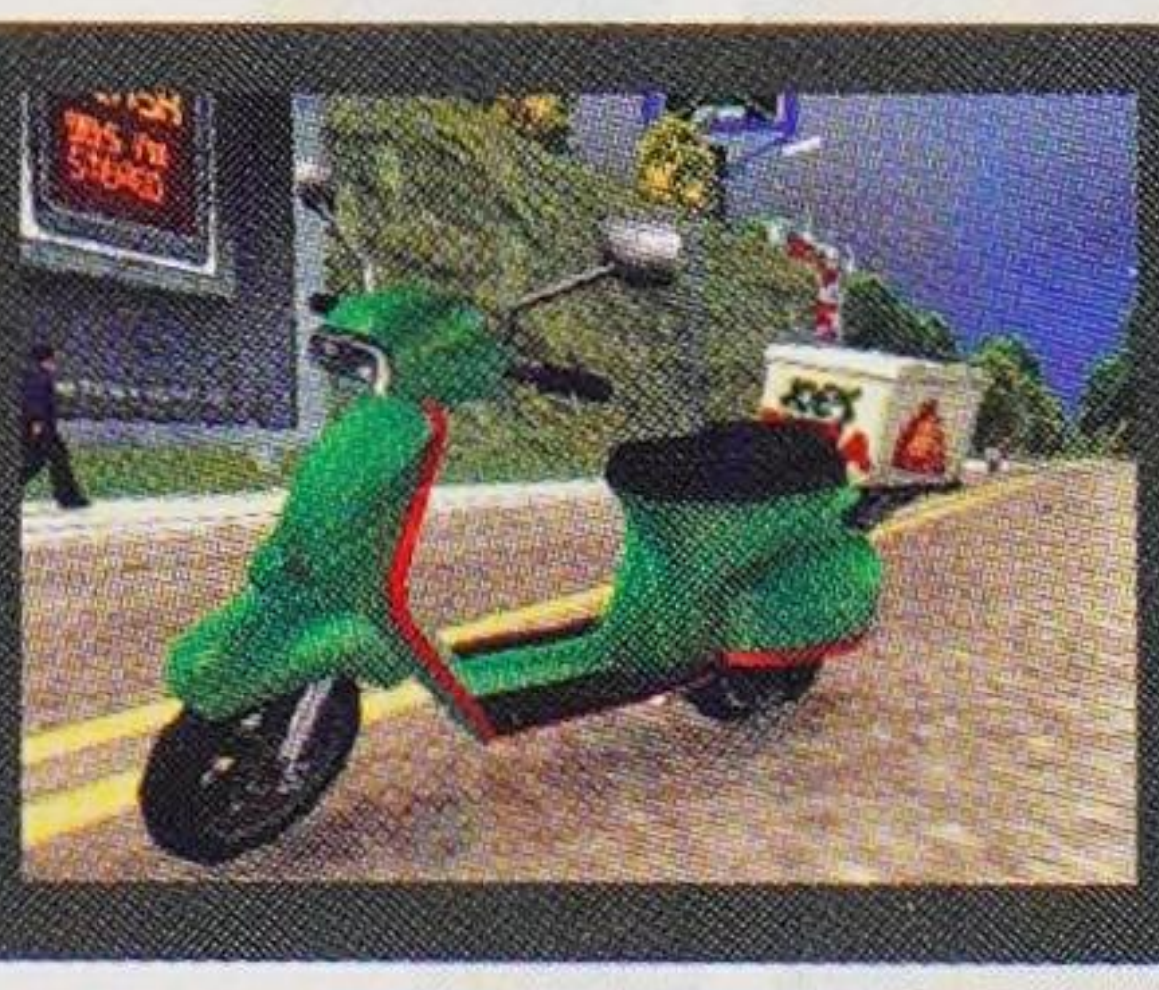
The Noodleboy is almost the same scooter as the Pizzaboy. Expect similar speed and handling, but don't expect to deliver anything but Punk Noodles in this mean machine. Get on the Noodleboy at Punk Noodles in Chinatown to play "Noodle Punk."



PCJ-600

SPEED:
HANDLING:

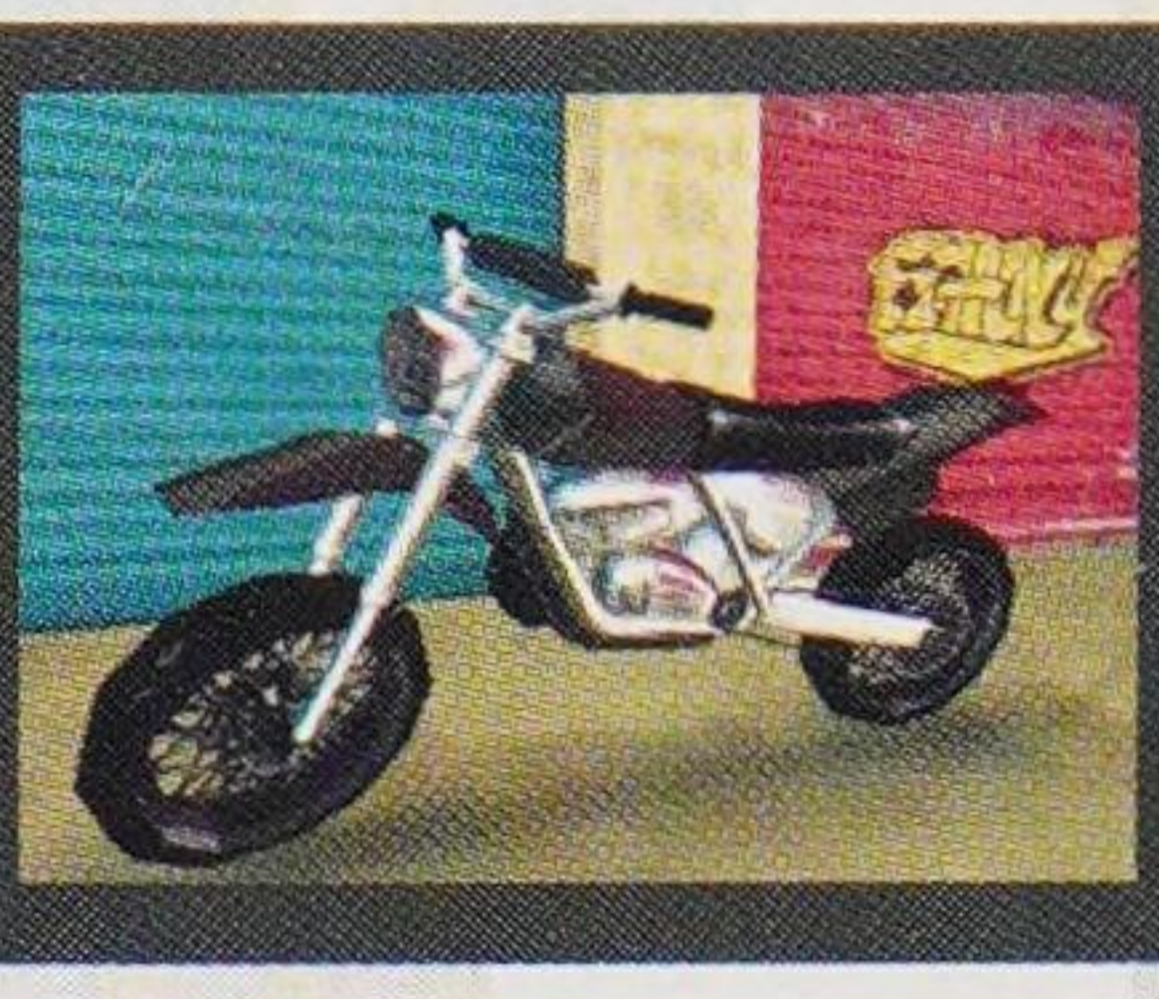
This is definitely the most fastest, most versatile vehicle in the game. There's not much you can't do on a PCJ-600. You can ace every one of the Unique Stunt Jumps with it and can even bring along a passenger to get you through many difficult story missions. Stoppies, wheelies, endos… what can't you do on a PCJ-600?



PIZZABOY

SPEED:
HANDLING:

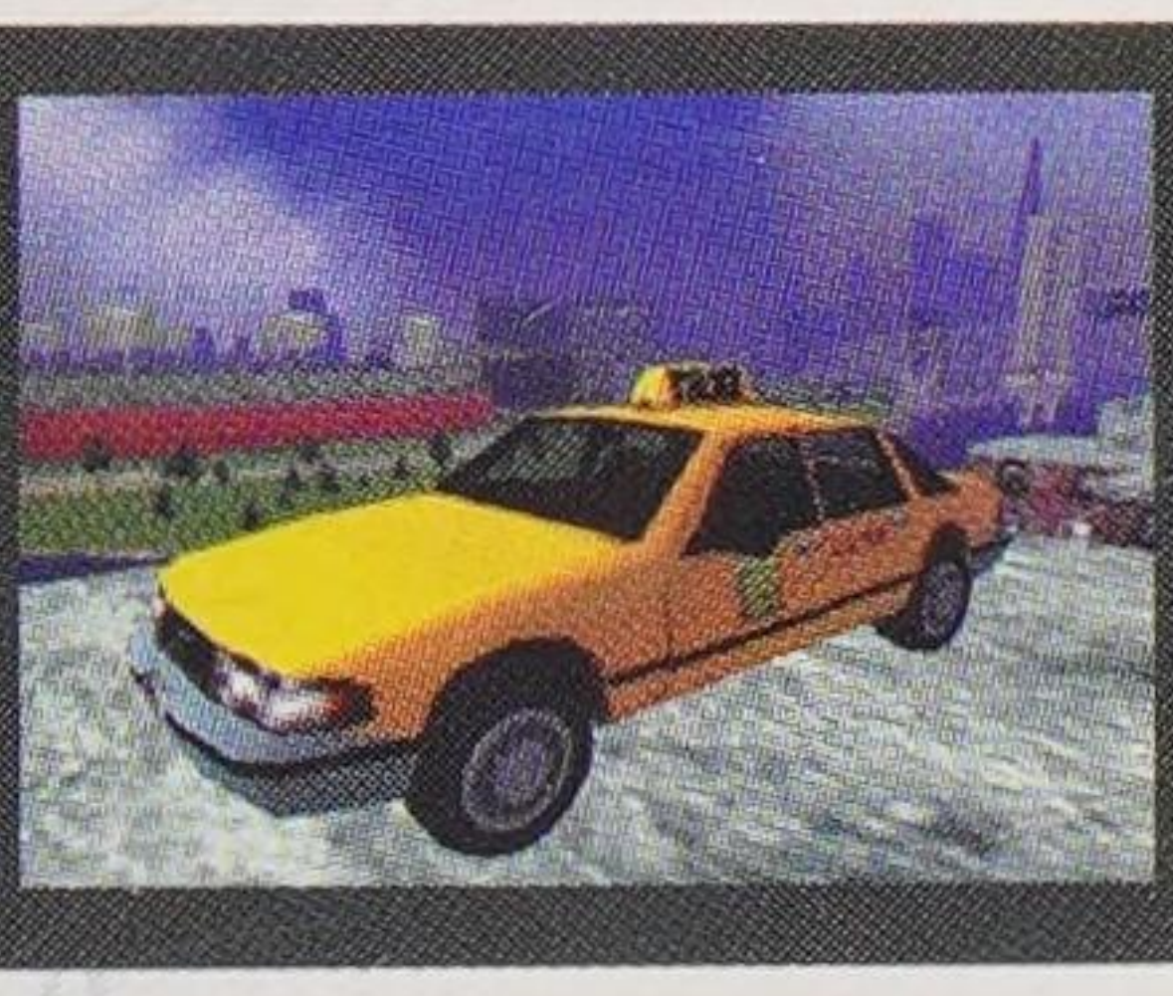
It's pretty fast for a scooter, handles nicely, and it's the only way to deliver pizzas. Hop on the one at Joe's Pizza Restaurant in Bedford Point, Staunton Island, to play "Well Snacked Pizza."



SANCHEZ

SPEED:
HANDLING:

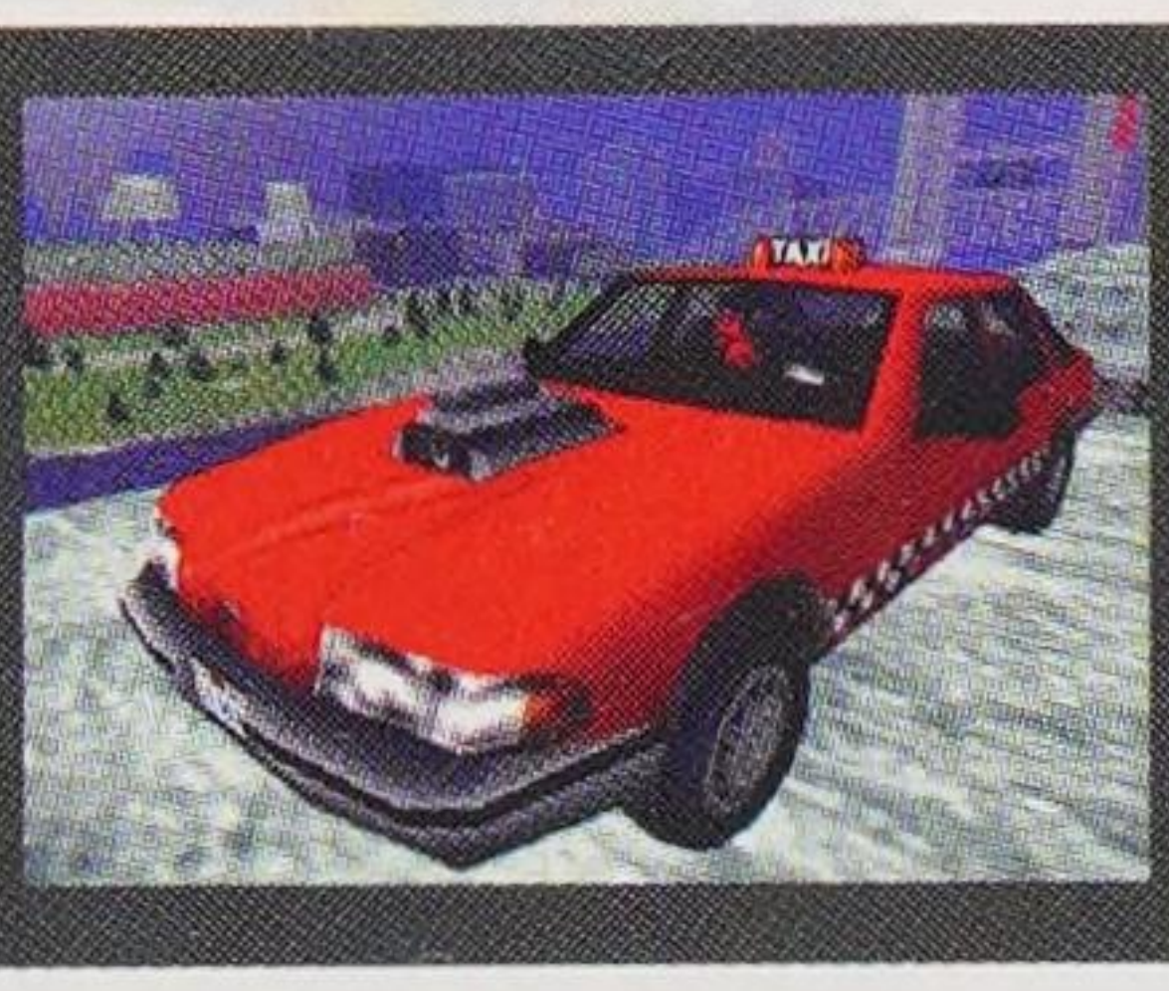
If you want a motorcycle and plan to go off-road, then the Sanchez is really your only option. On the pavement, there's no better bike for cornering and speed than the PCJ-600; but off-road, there's nothing that can touch the Sanchez—unless you unlock the Manchez. Check out the Pastime sections in this guide—there are several jobs you can do on a Sanchez.



TAXI

SPEED:
HANDLING:

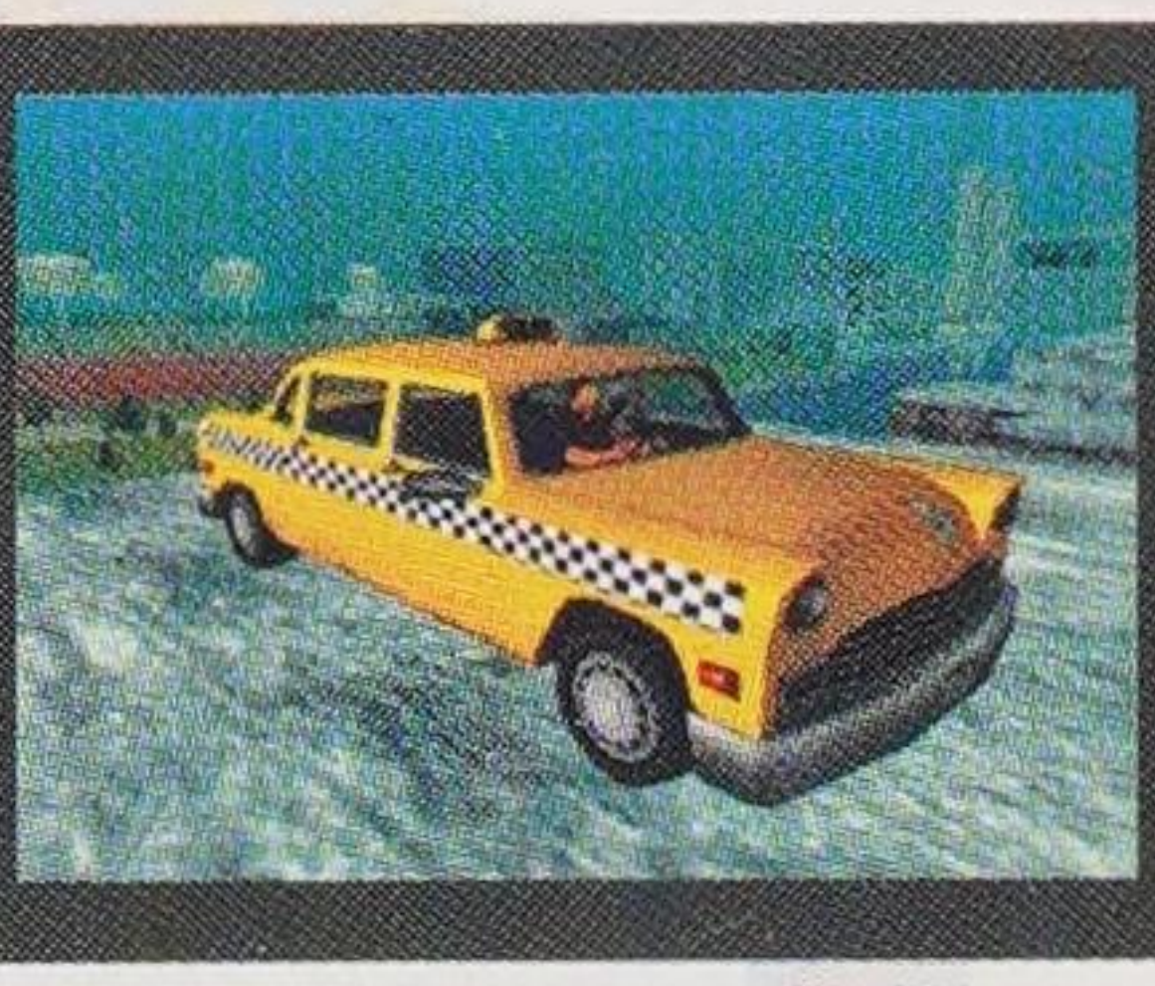
The Taxi drives like a Police car: it's got good acceleration, decent top speed, and it handles nicely in the turns. It's a much better choice for "Taxi Driver" missions than the alternative… the Cabbie.



BICKLE '76

SPEED:
HANDLING:

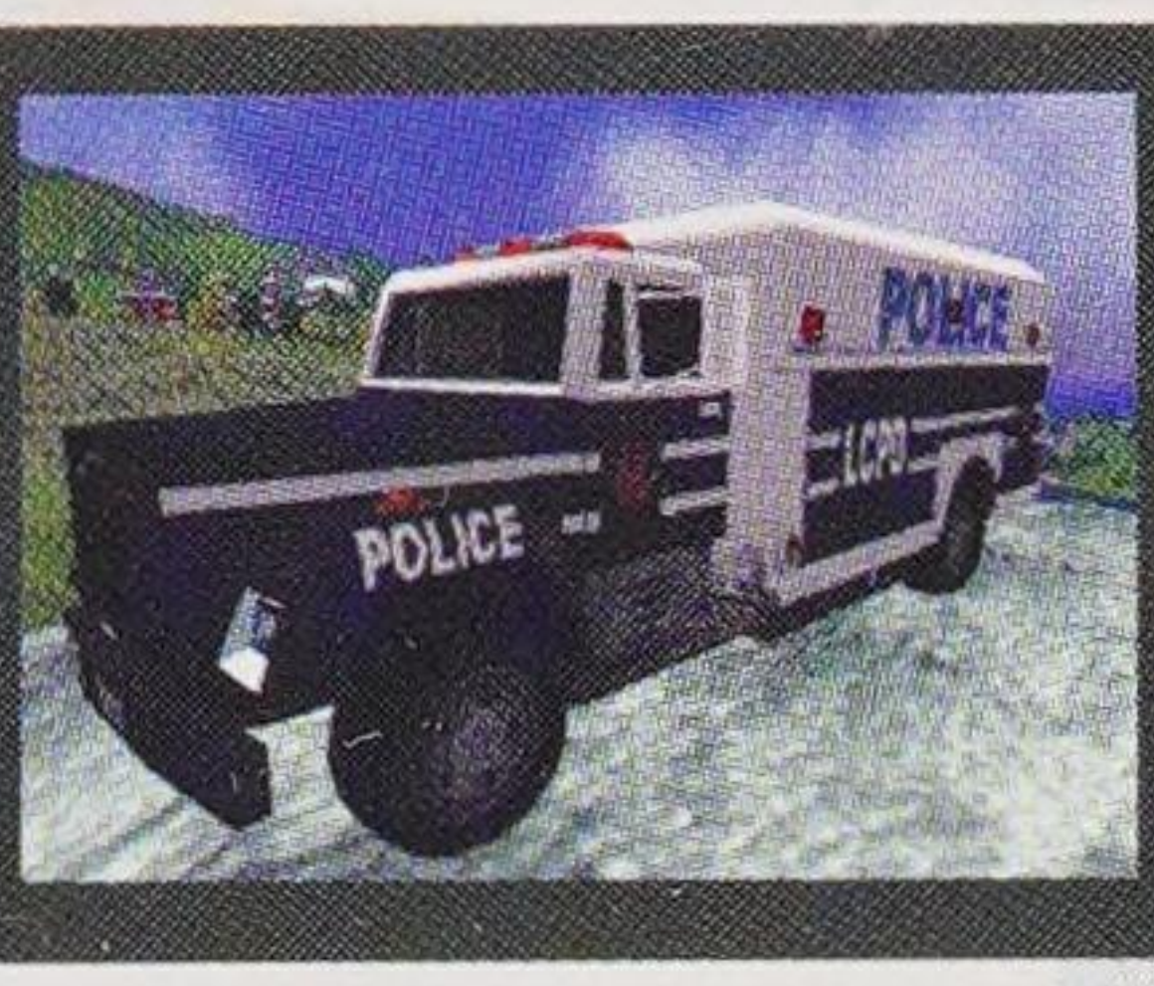
This is a very rare and durable cab that's not only good for playing "Taxi Driver" but also for many Unique Stunt Jumps. Yeah, it's that good! See "Taxi Driver" in the Other Pastimes section of this guide for unlocking info.



CABBIE

SPEED:
HANDLING:

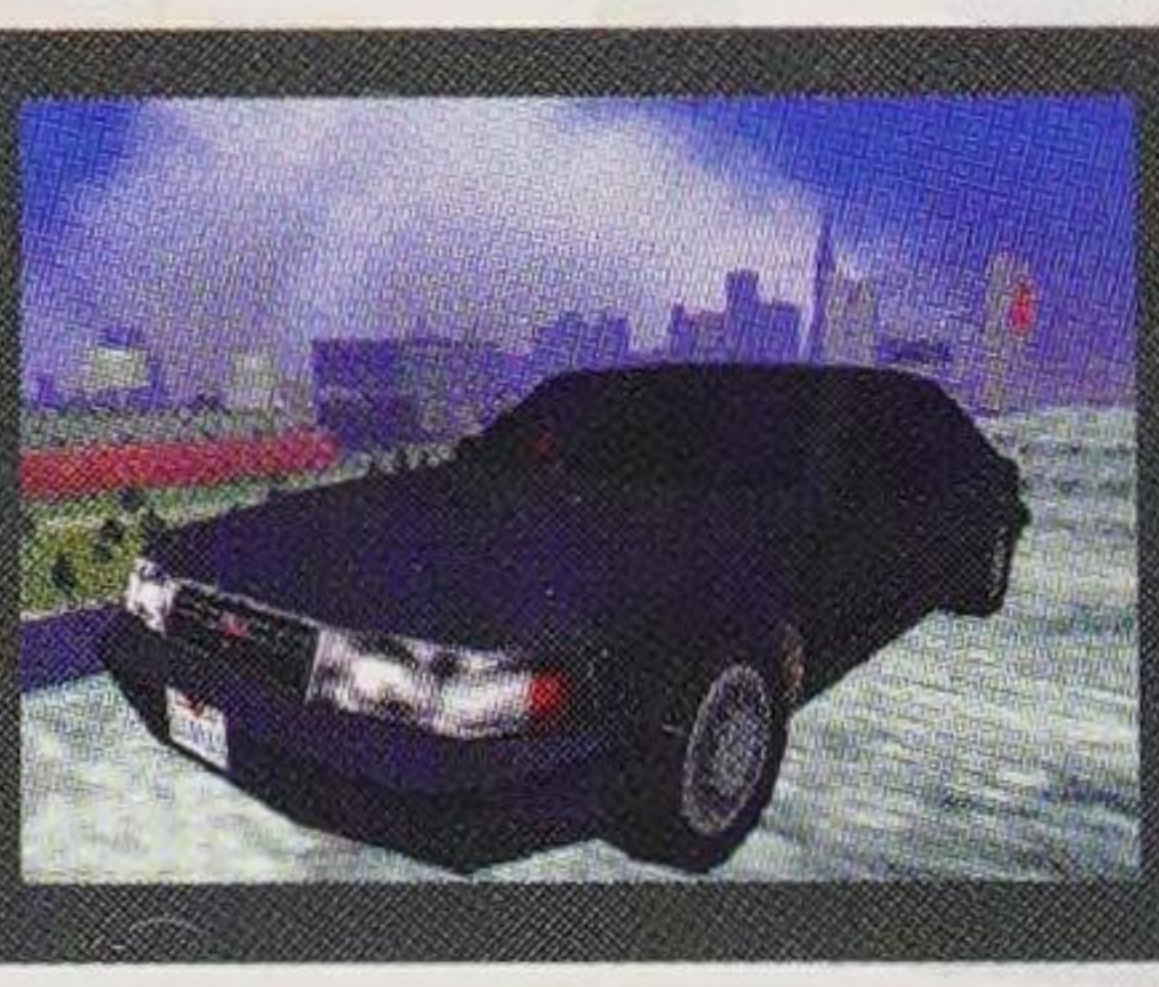
If you're going to play "Taxi Driver," don't do it in a Cabbie. The Taxi is a much wiser choice. The Cabbie is an old fashioned vehicle; it's heavy and tall with a high center of gravity, making it a very wobbly ride.



ENFORCER

SPEED:
HANDLING:

Surprisingly, the Enforcer is just as fast as the Police car and handles a little better because of its added weight. It's actually a smarter choice to use an Enforcer to play "Vigilante." It's durable.



FBI CRUISER

SPEED:
HANDLING:

This is a great ride! Quick acceleration, nice top speed, and it's just heavy enough to give it great handling and road stick. Press R3 (PSP: press Up) to play "Vigilante."

OFF-ROAD, SUVS & PICKUPS

FIRETRUCK

SPEED:
HANDLING:

Very heavy, yet swift, the Firetruck gets up to speed quickly and can toss any vehicle aside that gets in its way. It can get squirrelly in the turns; the back-end could use a separate driver. Press ◉ to shoot the water cannon, the Right Anolog Stick aims the water horizontally and vertically (PSP: Right/Left directional buttons for horizontal aim, Up/Down on Analog Stick for vertical aim). Press L3 (PSP: press Down) to turn the siren on and off, and R3 (PSP: press Up) to begin to play "Firefighter."

POLICE

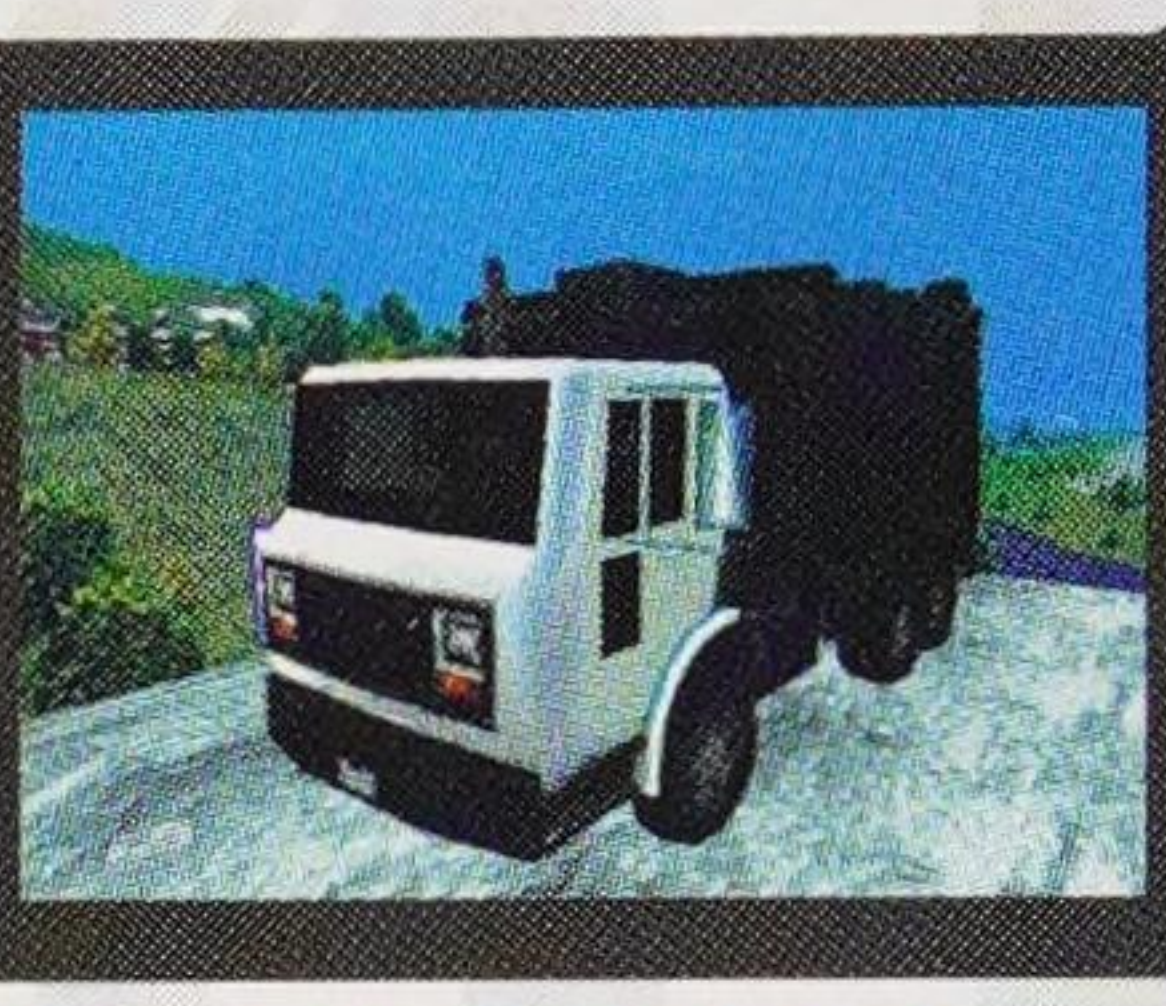
SPEED:
HANDLING:

The Police car has great acceleration and nice top speed. It actually has more power than its suspension can handle. This car is a bit slippery in the turns and gets squirmy when swerving in and out of traffic at high speeds. Press R3 (PSP: press Up) to begin playing "Vigilante." Press L3 (PSP: press Down) to turn the siren on and off. When you enter a Police car, you automatically receive a shotgun with five shells.

RHINO

SPEED:
HANDLING:

This is the best vehicle to play "Vigilante." Press ◉ to fire the cannon. Aim the cannon with the Right Analog Stick (PSP: Left and Right directional buttons). There's not another vehicle in the game more durable than the Rhino.



TRASHMASTER

SPEED:
HANDLING:

Clean up the streets of Liberty City. Press R3 (PSP: press Up) to play "Trash Dash;" one unique challenge on each island. The Trashmaster isn't pretty, fragrant, or fast, but it is heavy and reliable.

BF INJECTION

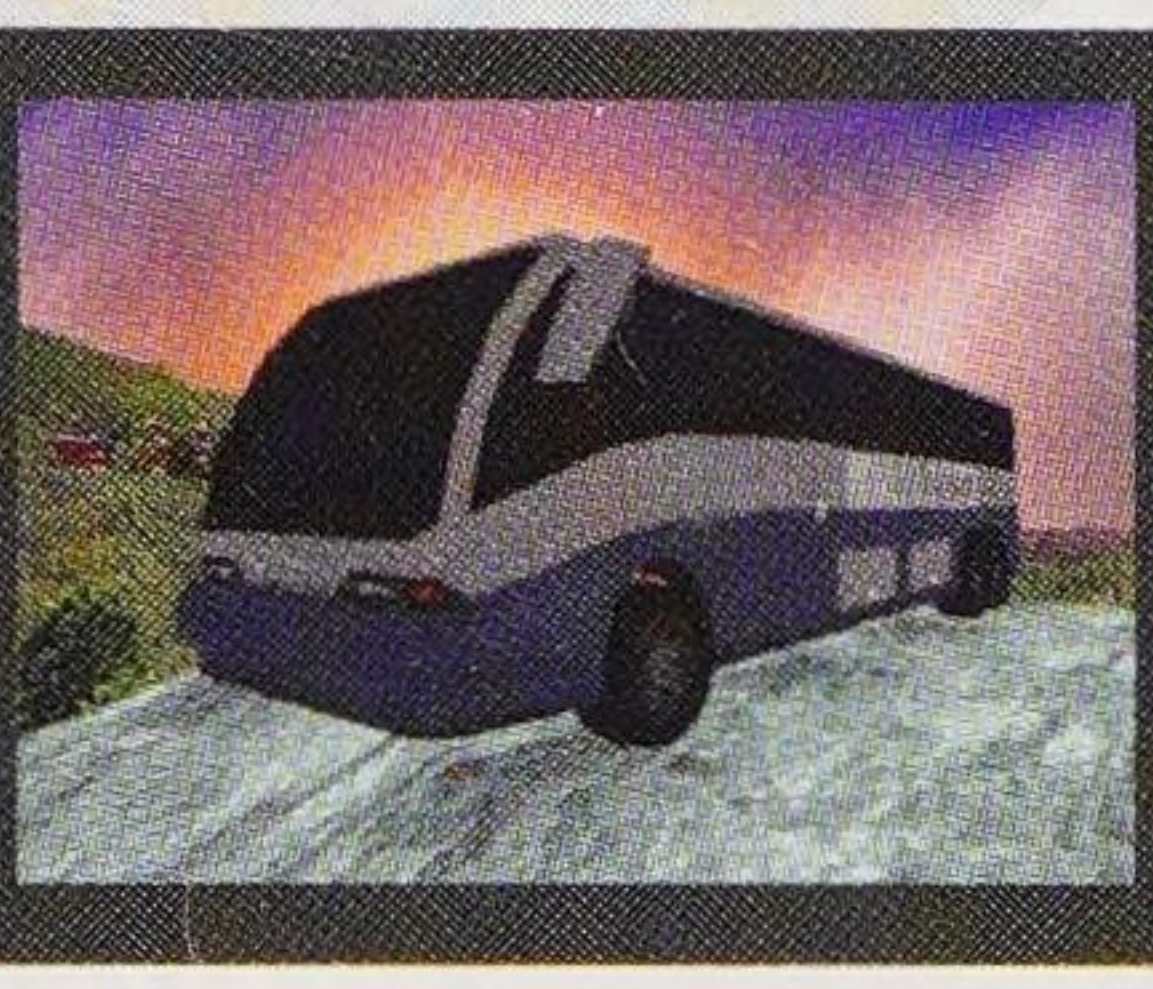
SPEED:
HANDLING:

This dune buggy's got game. It's bouncy, but stable; wobbly, but sticks to the road even when there is no road. Its large engine pushes it up the steepest, grassiest hills from a stationary position.

BUS

SPEED:
HANDLING:

Buses are big, but they can still carry only two people. So much for party on wheels…



COACH

SPEED:
HANDLING:

The Coach drives like a dream, and while you dream… just put it on cruise control and take a nap in the back.

FLATBED

SPEED:
HANDLING:

If you want to haul three boards around town, look no further than the Flatbed. This truck is actually much lighter than it looks, which means it has a little more speed than you might expect.

LINERUNNER

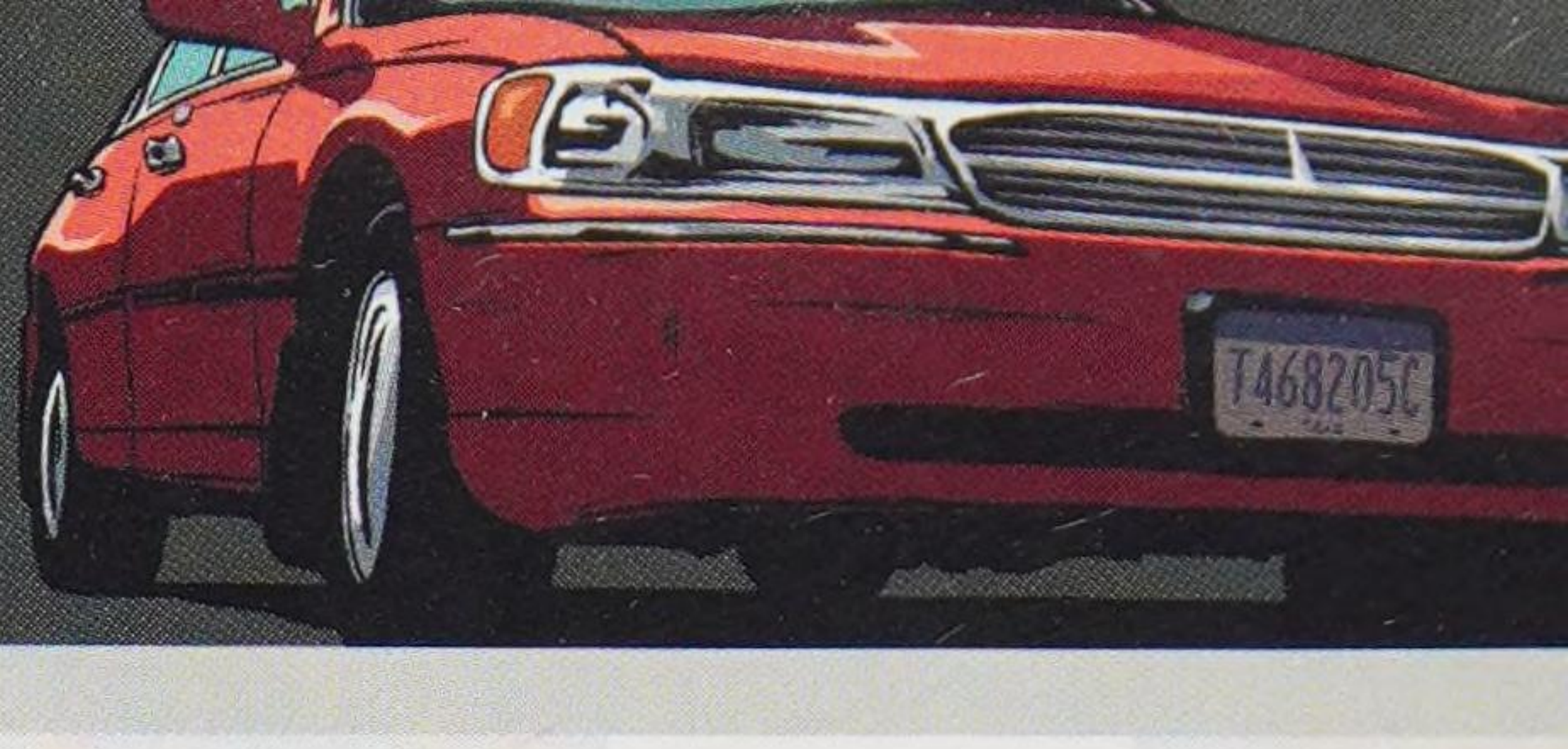
SPEED:
HANDLING:

The Linerunner gets up to a decent speed when you finally get through its gazillion gears. It's not a good jacking choice when the cops are chasing you on foot, though—they'll pull you out before you can say, "big-mutha-truckin." However, the Linerunner is great for busting through roadblocks and slicing through traffic. You can always find one parked at Rusty Browns Donuts in Callahan Point, Portland.

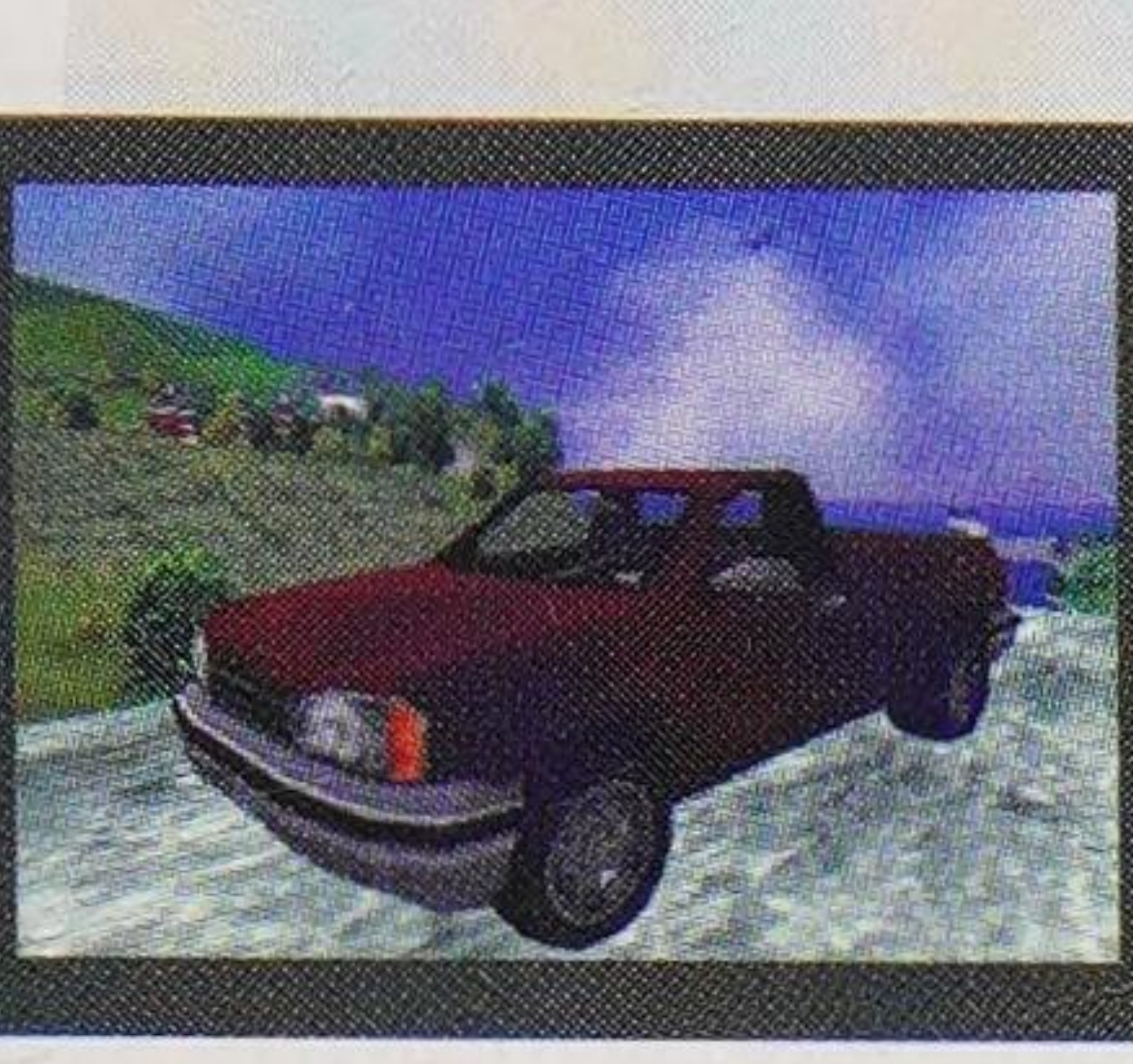
MR. WONGS

SPEED:
HANDLING:

Never let 'em tell you you're going the *Wong* way.



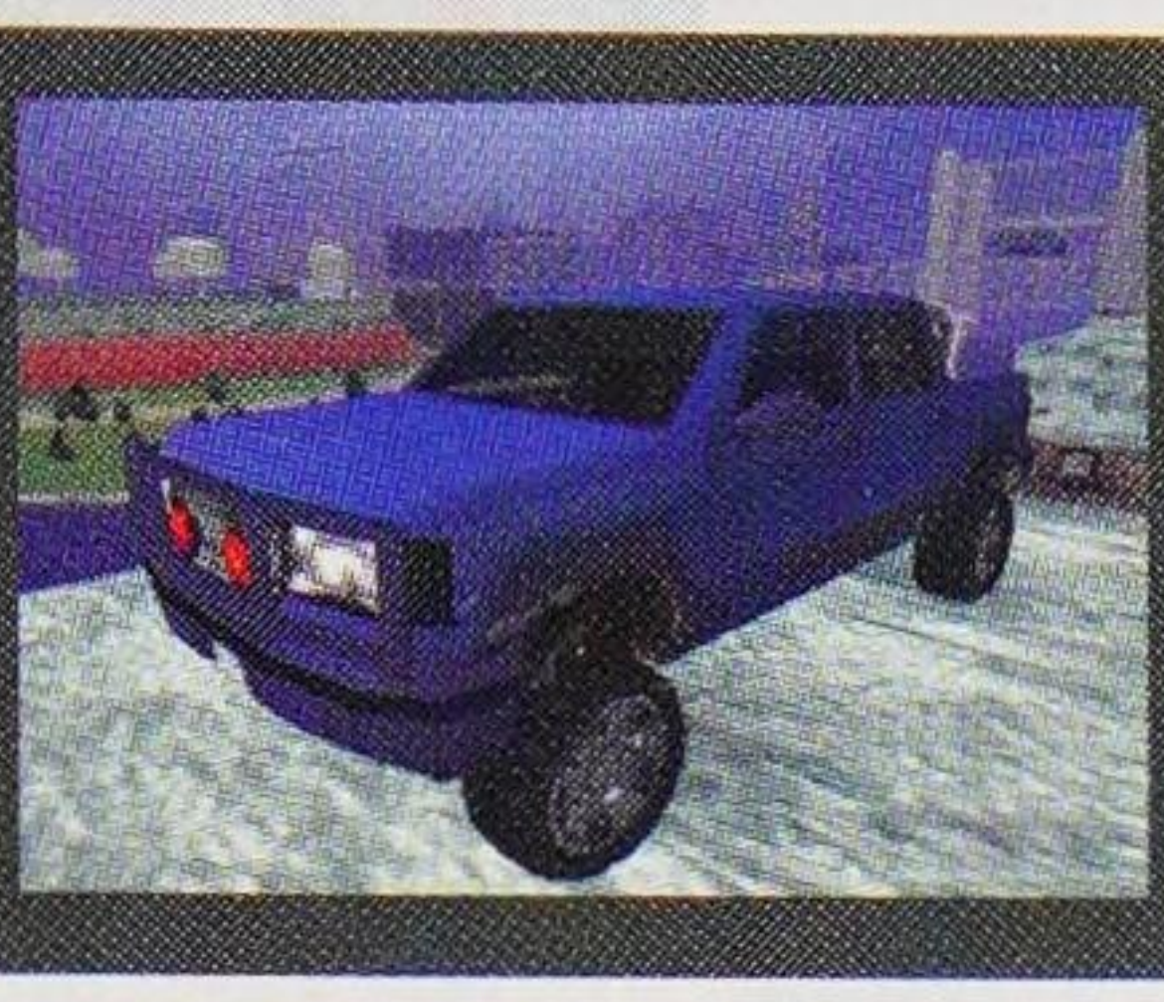
TRUCKS & BUSES



BOBCAT

SPEED:
HANDLING:

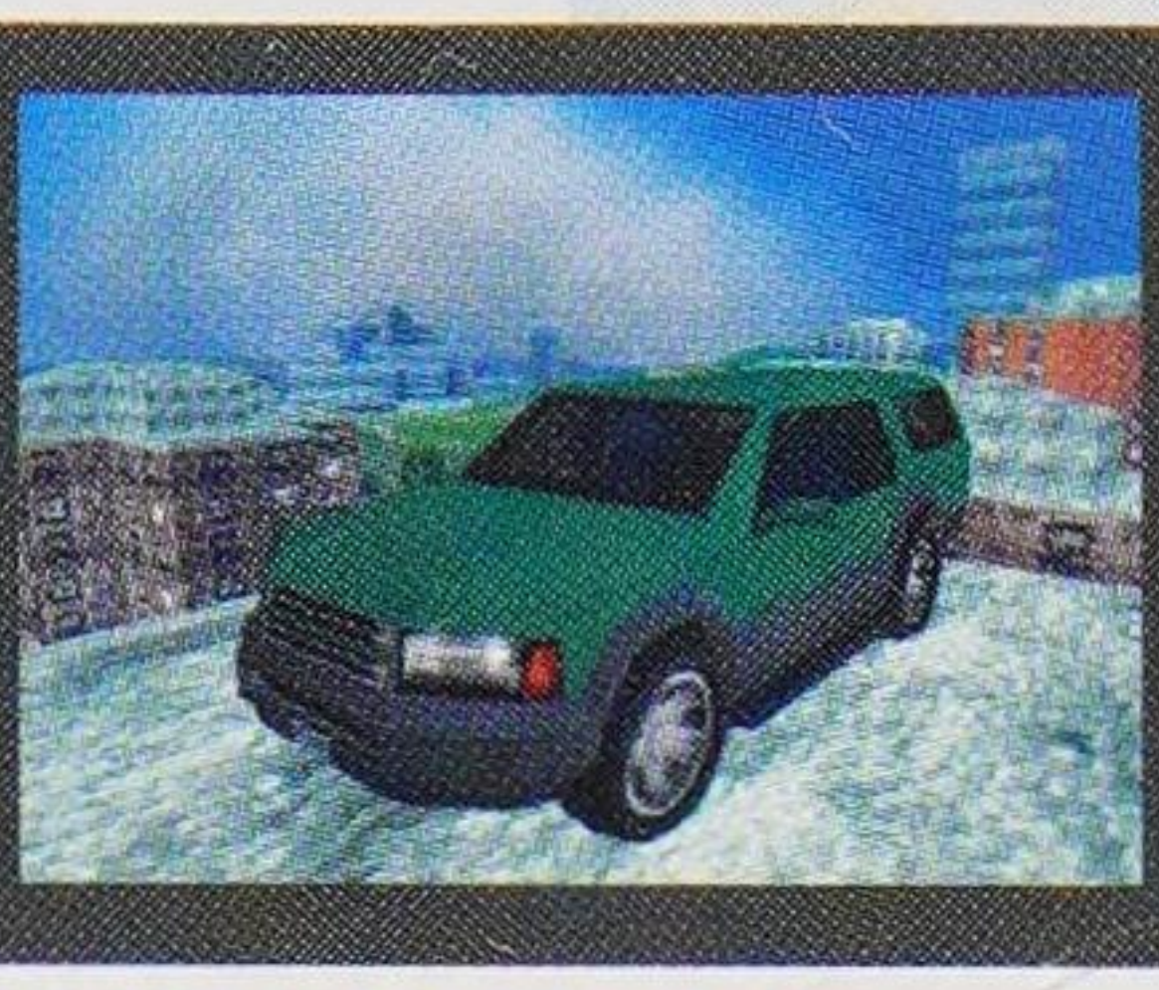
The Bobcat drives like a pickup truck. It's very light on the back wheels, so expect a lot of fishtailing in the corners. It also has decent acceleration, but its top speed is less than desireable.



CARTEL CRUISER

SPEED:
HANDLING:

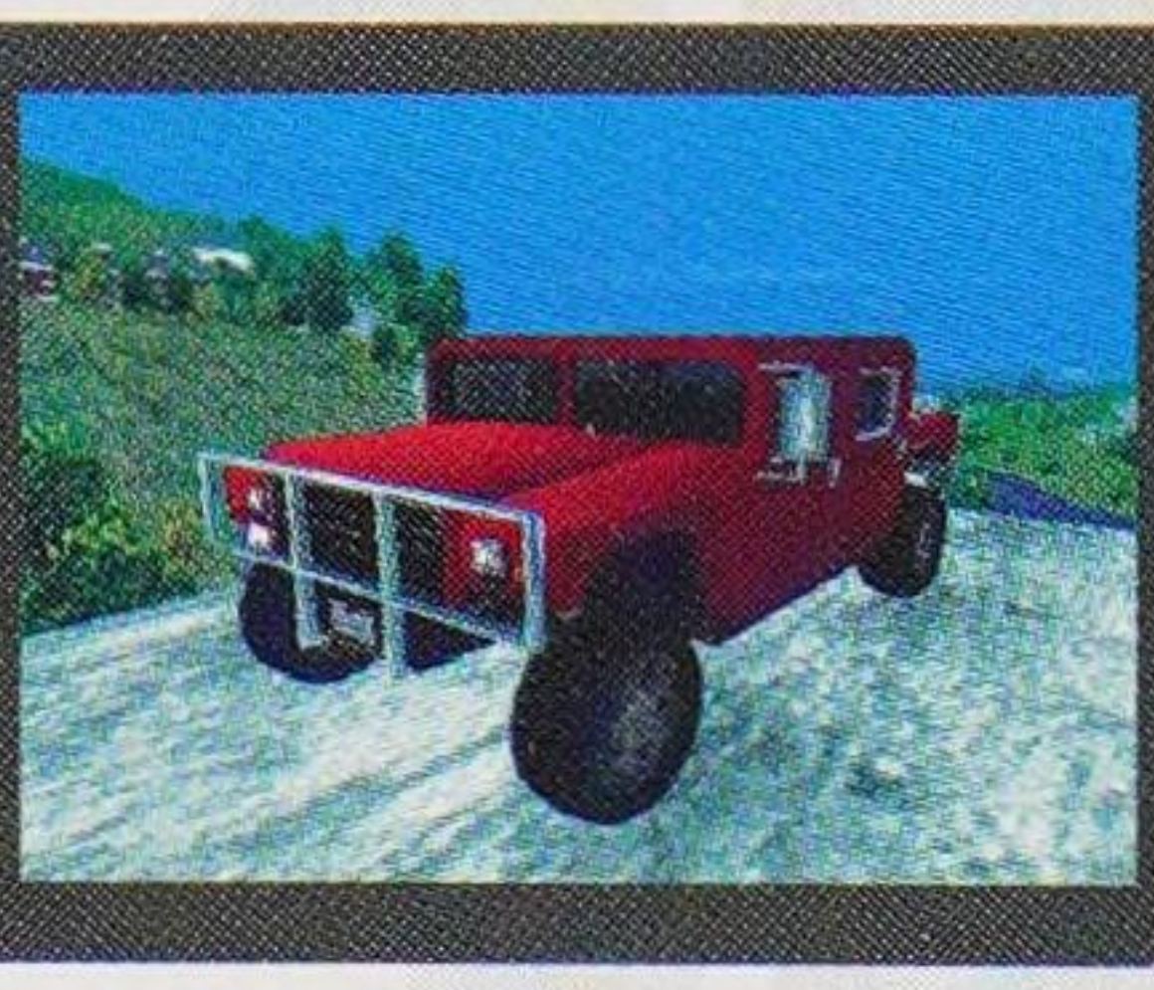
The Cartel Cruiser is powerful, fast, and very maneuverable; on and off the pavement. It's very stable, even when extreme turning and speed are combined. The Colombian Cartel wisely made this off-road truck their vehicle of choice.



LANDSTALKER

SPEED:
HANDLING:

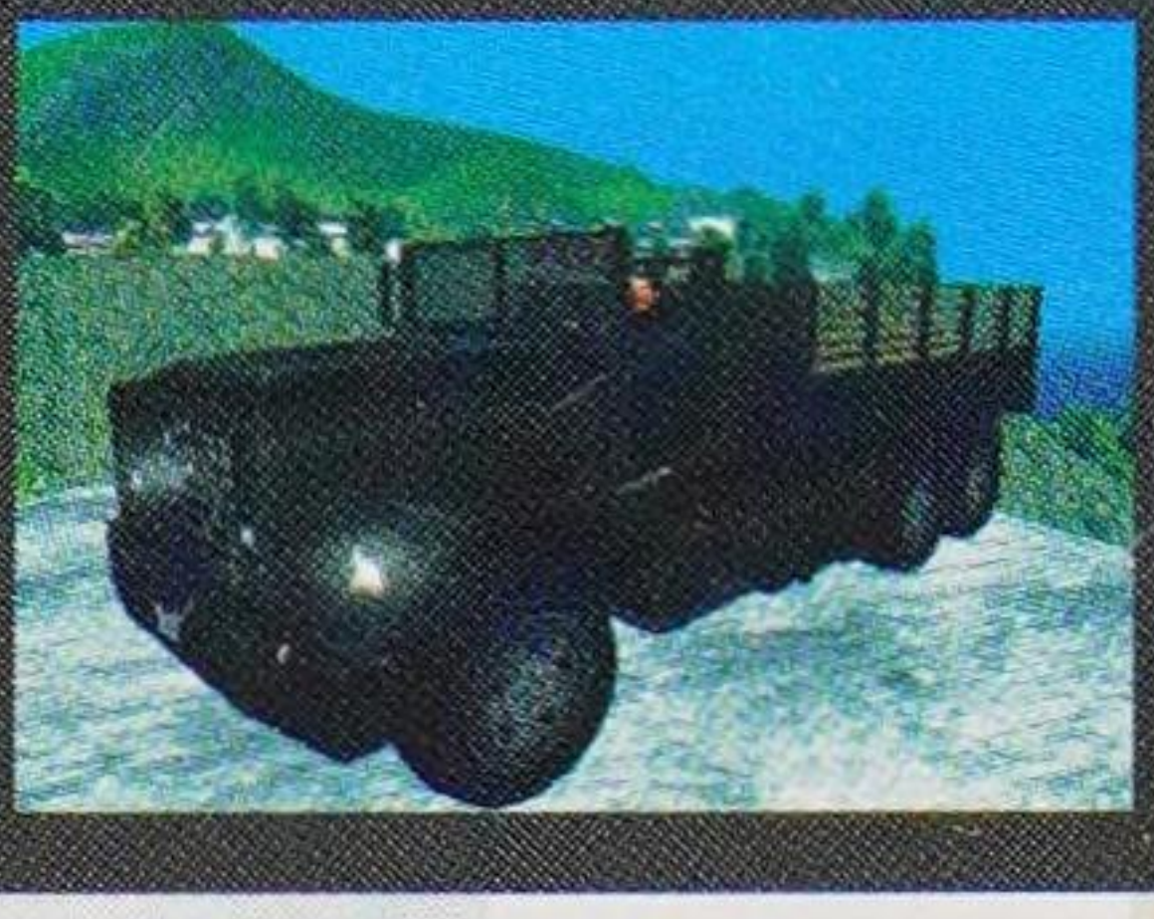
This SUV is amazingly stable—difficult to roll with extreme turning. It's a little sluggish, but really shines when its all-terrain tires leave the pavement.



PATRIOT

SPEED:
HANDLING:

With a tremendous amount of torque, but sluggish acceleration, the Patriot is the leader in off-road vehicles and can climb an unpaved hill just about as quickly as a paved one. It's slightly wobbly when speed and extreme direction change are introduced. Take the pursuit off-road and leave the heat behind!

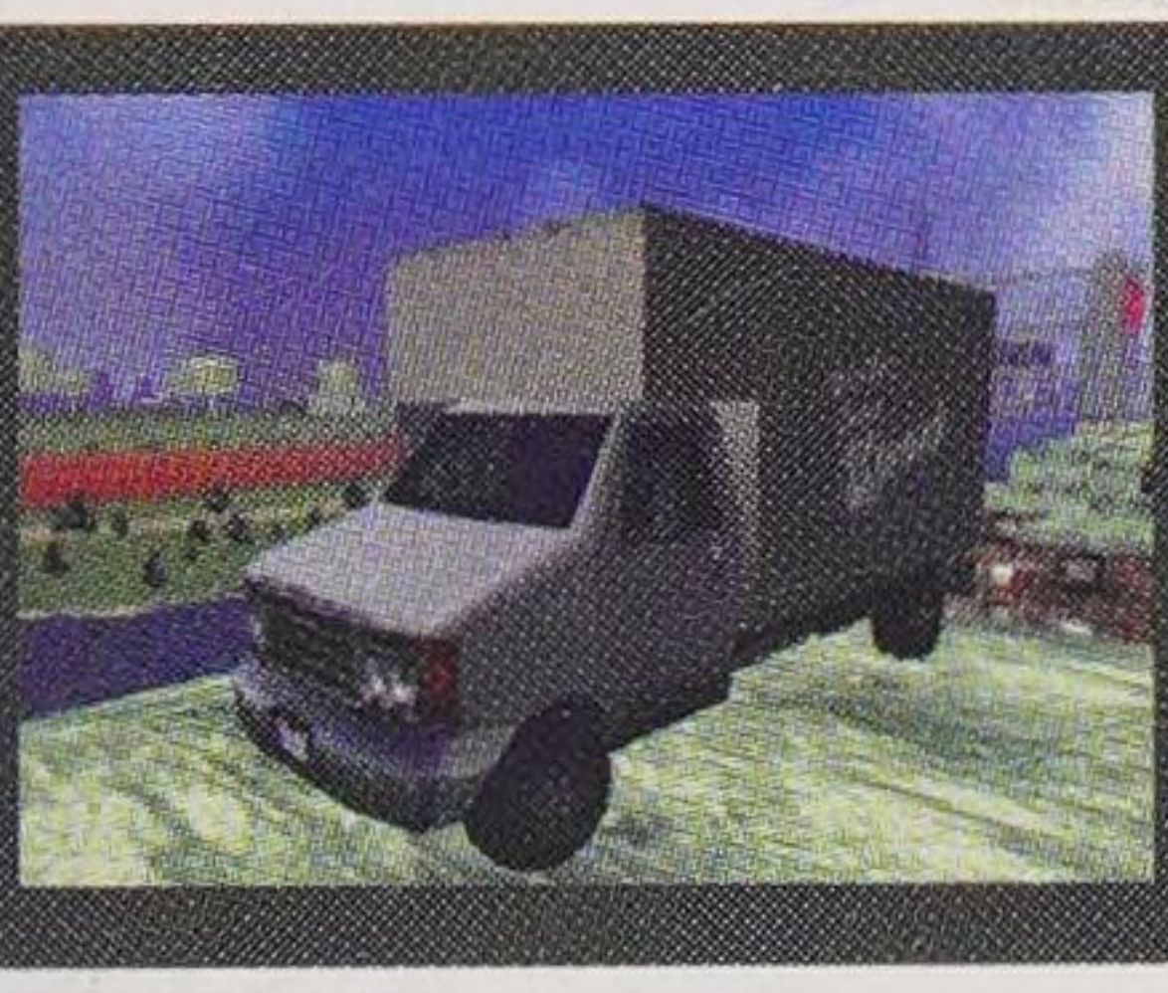


BARRACKS OL

SPEED:
HANDLING:

This is a military vehicle that often carries a large number of troops. It's durable, but slow. Its length makes it difficult to maneuver around town, but is tough enough to move through traffic. Canvas bed cover is optional.

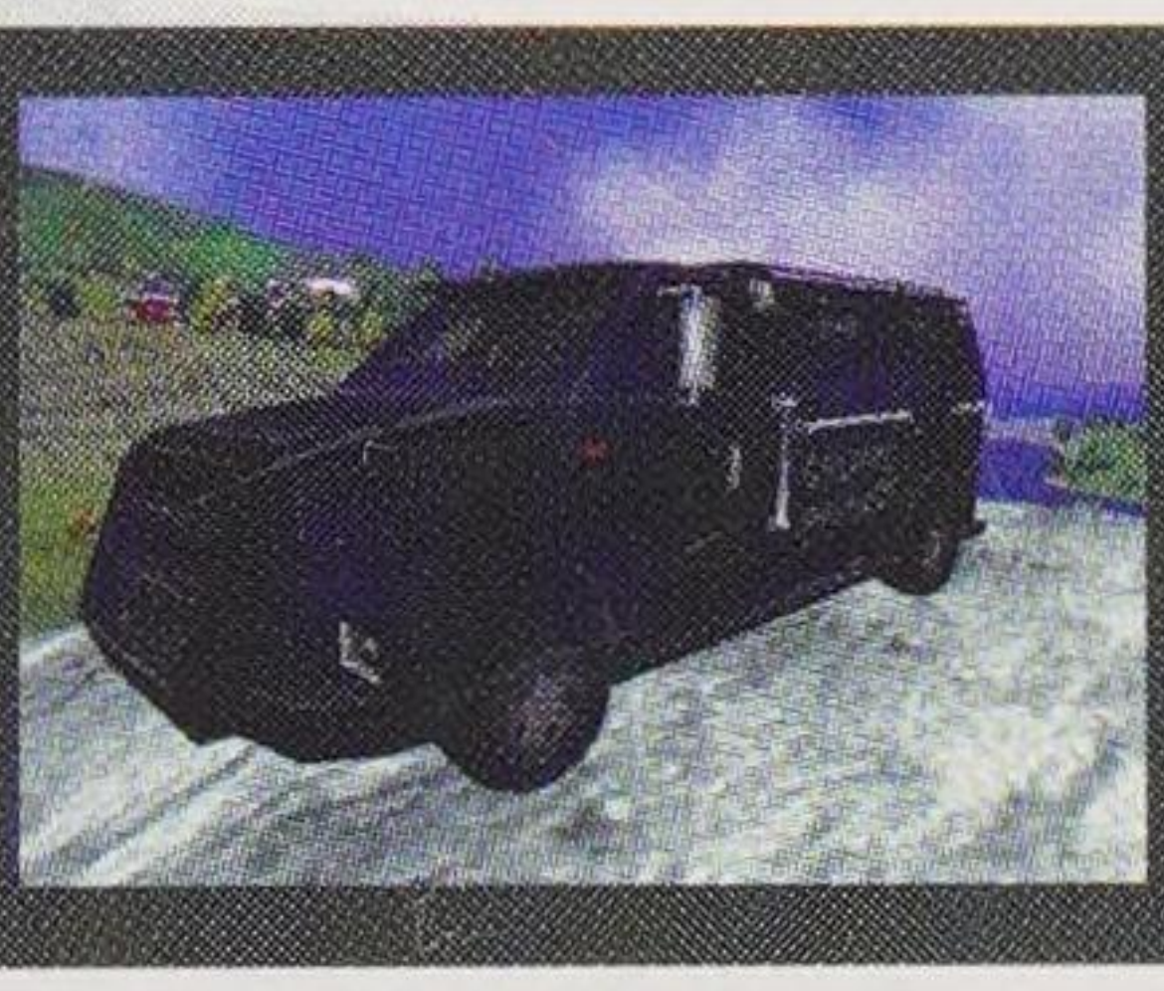
VANS



MULE

SPEED:
HANDLING:

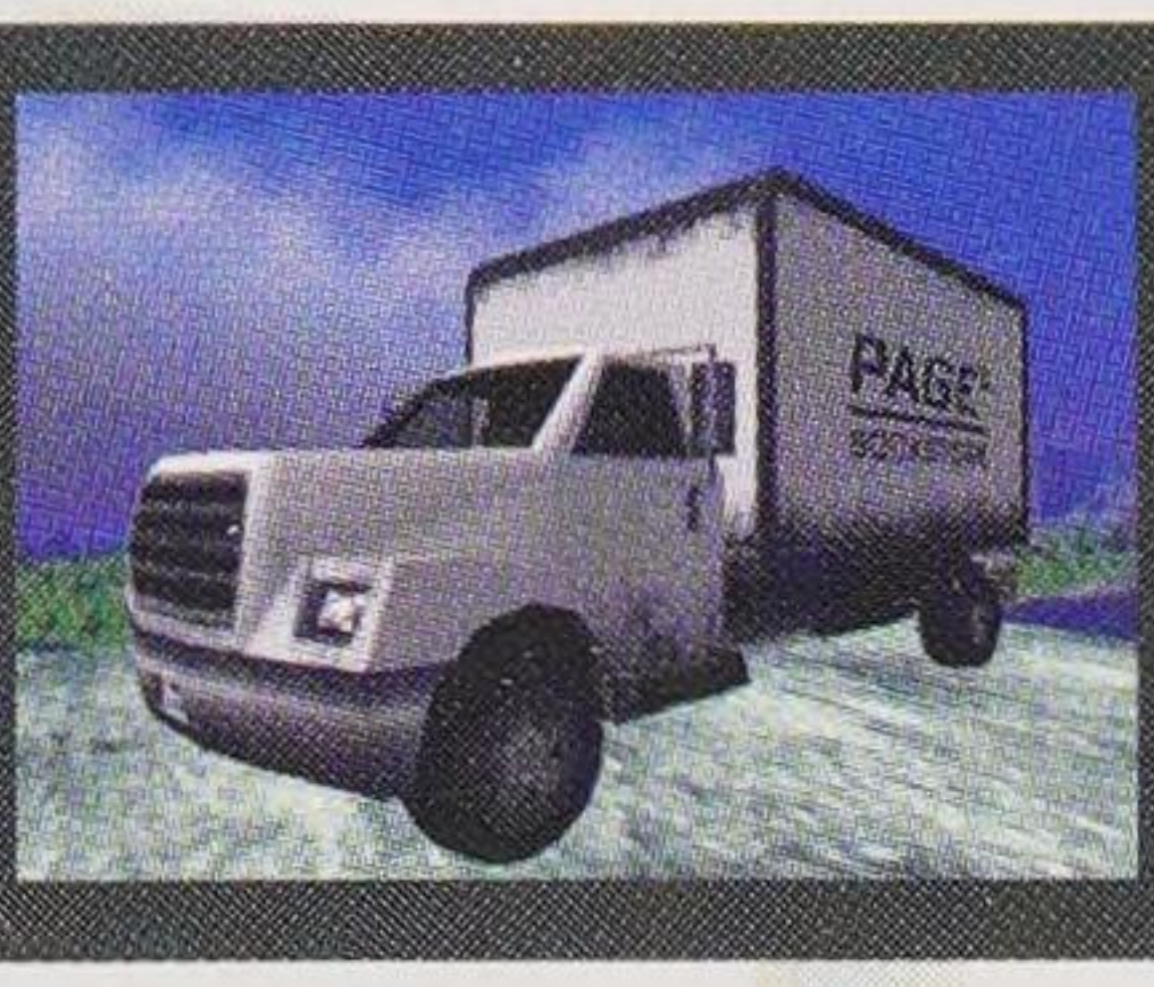
Handles like a boxtruck—because it is a boxtruck. It moves faster than it appears; you sit higher, so it looks like you're moving slower. It's difficult to turn over even in the corners. Handling is okay.



SECURICAR

SPEED:
HANDLING:

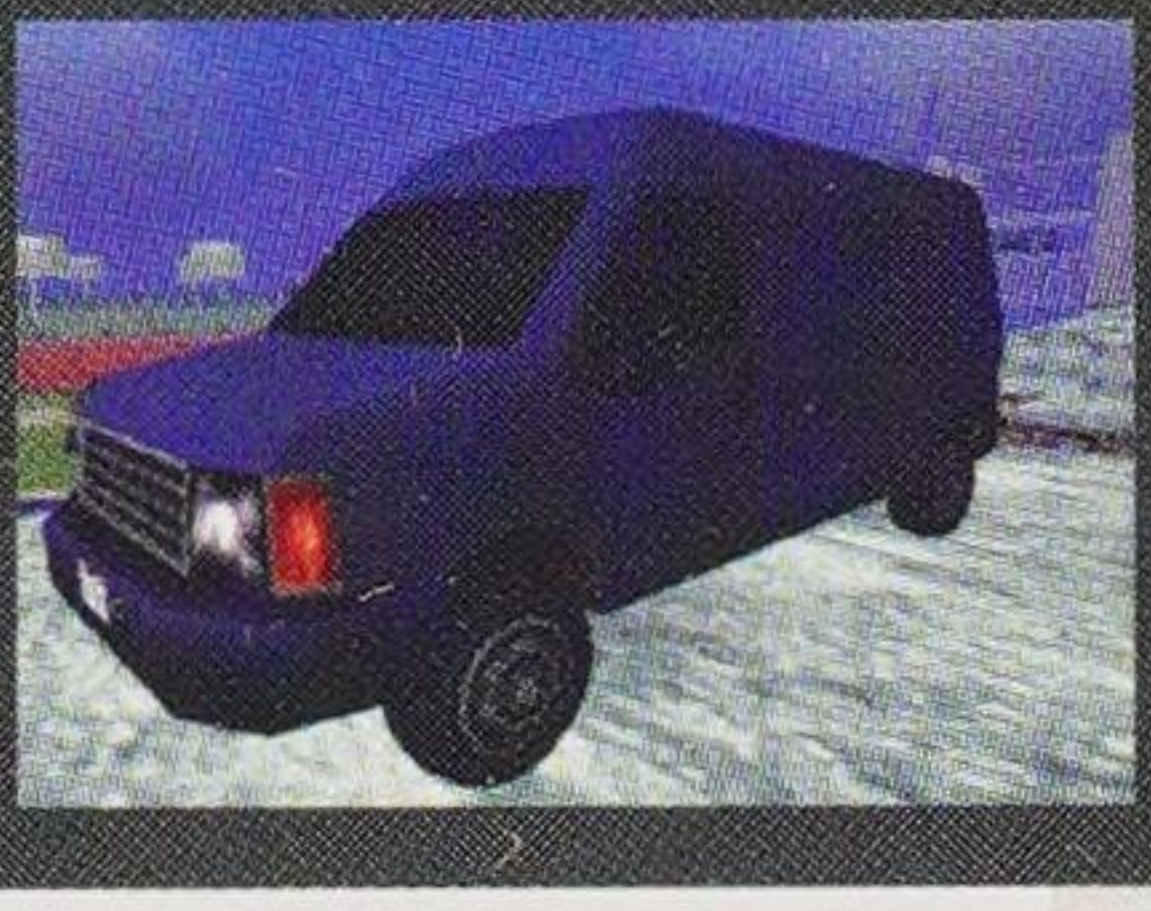
Looks and handles like an Enforcer, but not quite as powerful. Gruppe Sechs sometimes use these to transport prisoners for the police department.



YANKEE

SPEED:
HANDLING:

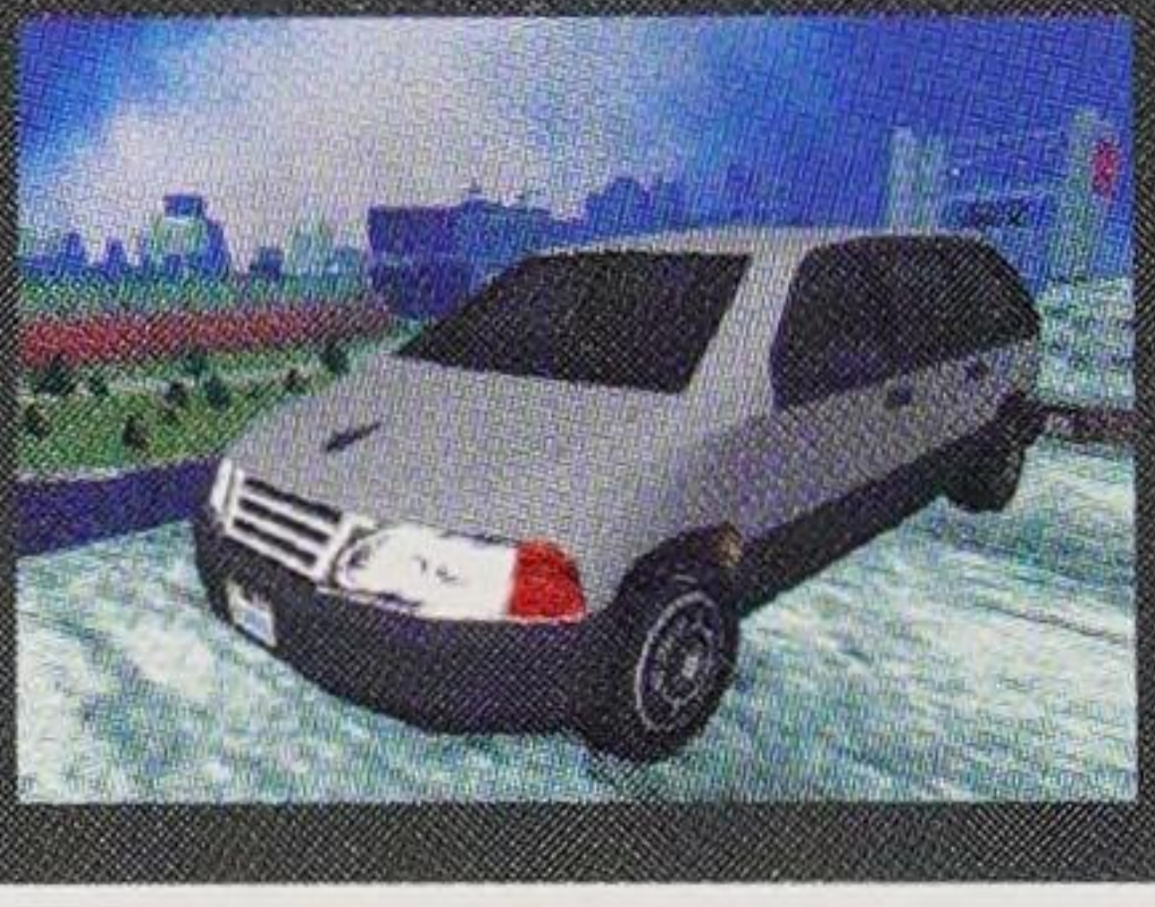
This is the slowest box truck in Liberty City. If you need a quicker box truck—for some reason—go jack the Wong truck.



BALLOT VAN

SPEED:
HANDLING:

A reliable van, but slow and sluggish. Handling is average.

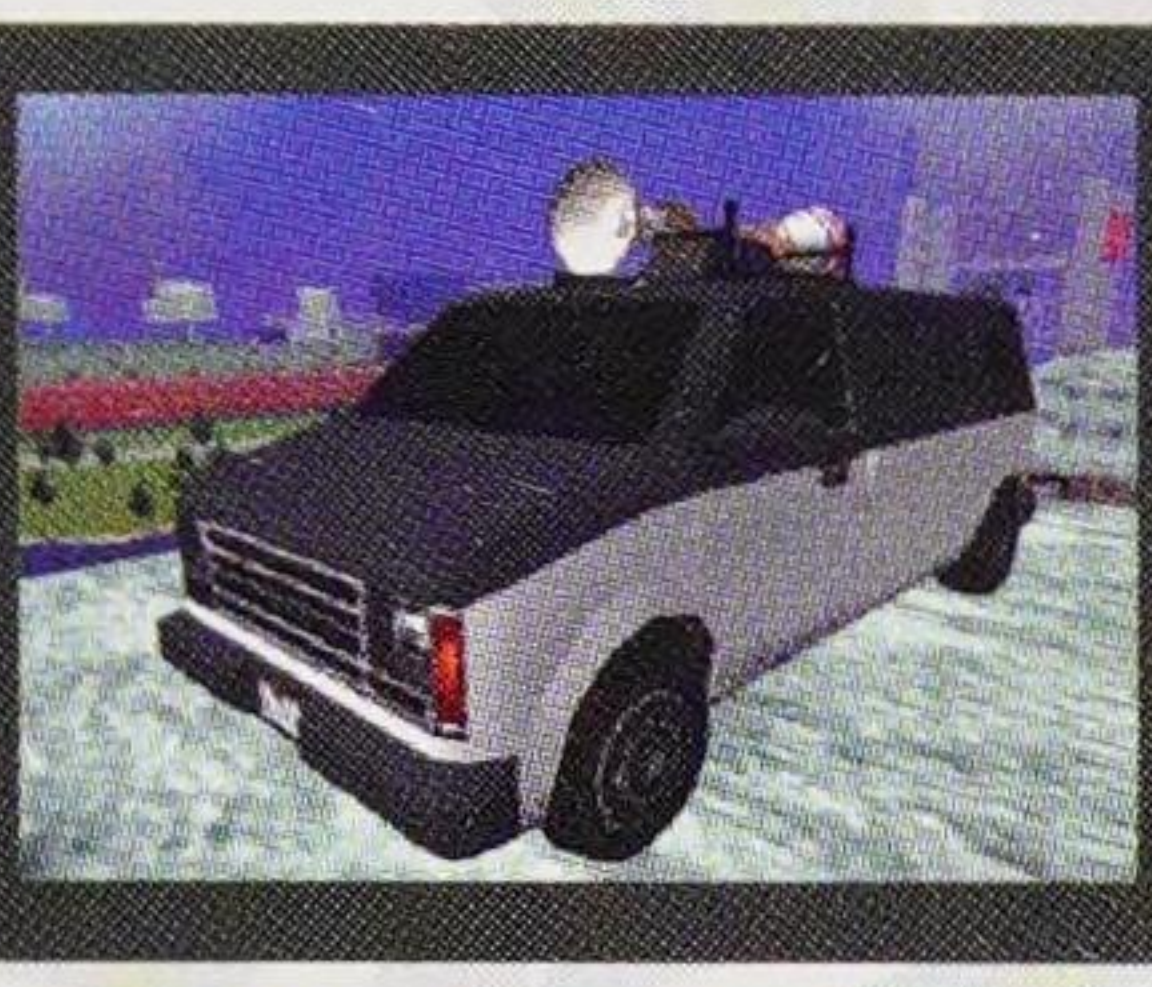


BLISTA

SPEED:
HANDLING:

This year, the Blista is a van—previous models were small, 2-door Honda CRX-like vehicles. This van is heavier than it looks, which makes for a surprisingly stable drive. It grips to the road well, but is very lethargic, even for a van.

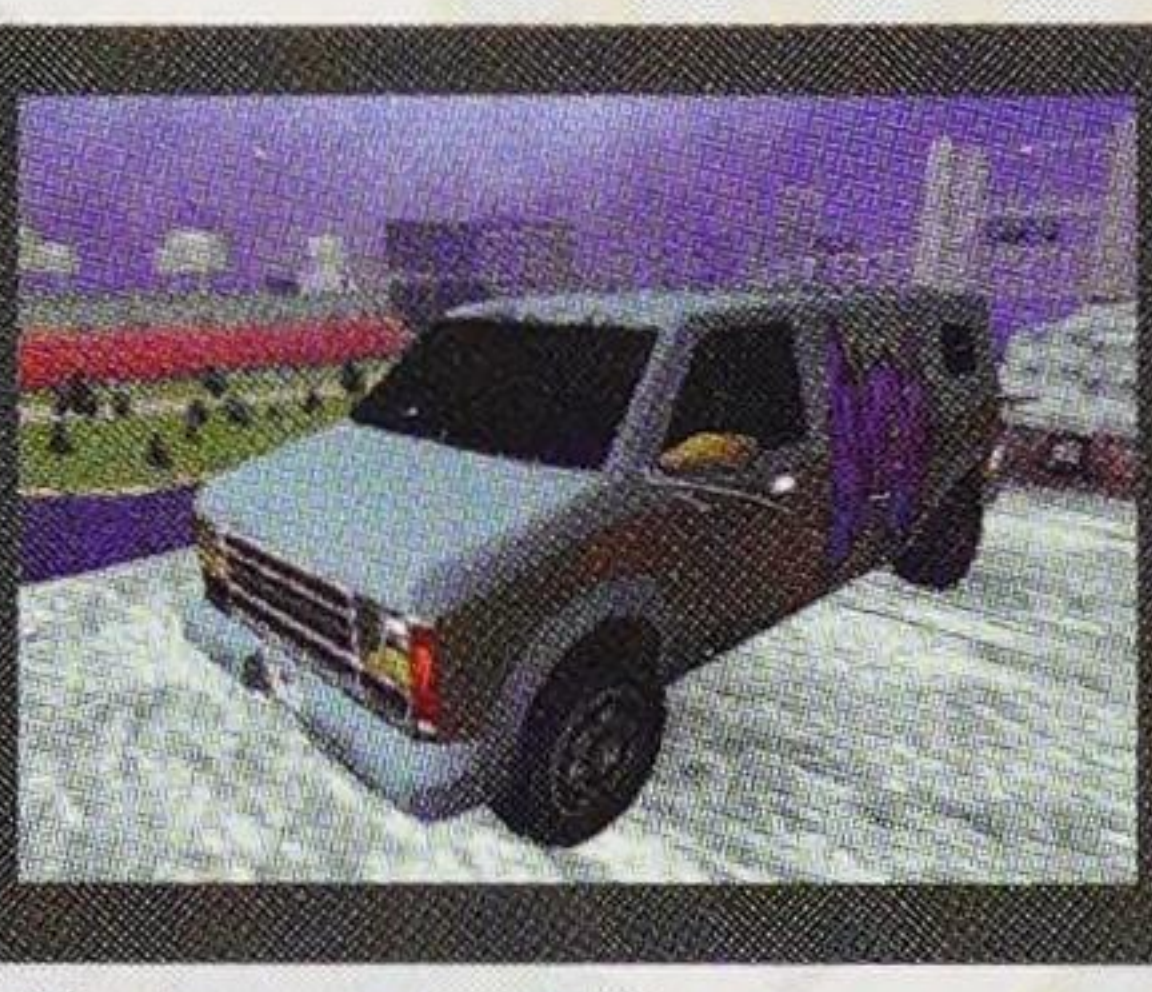
VEHICLE SHOWROOM//VANS



CAMPAIGN RUMPO

SPEED:
HANDLING:

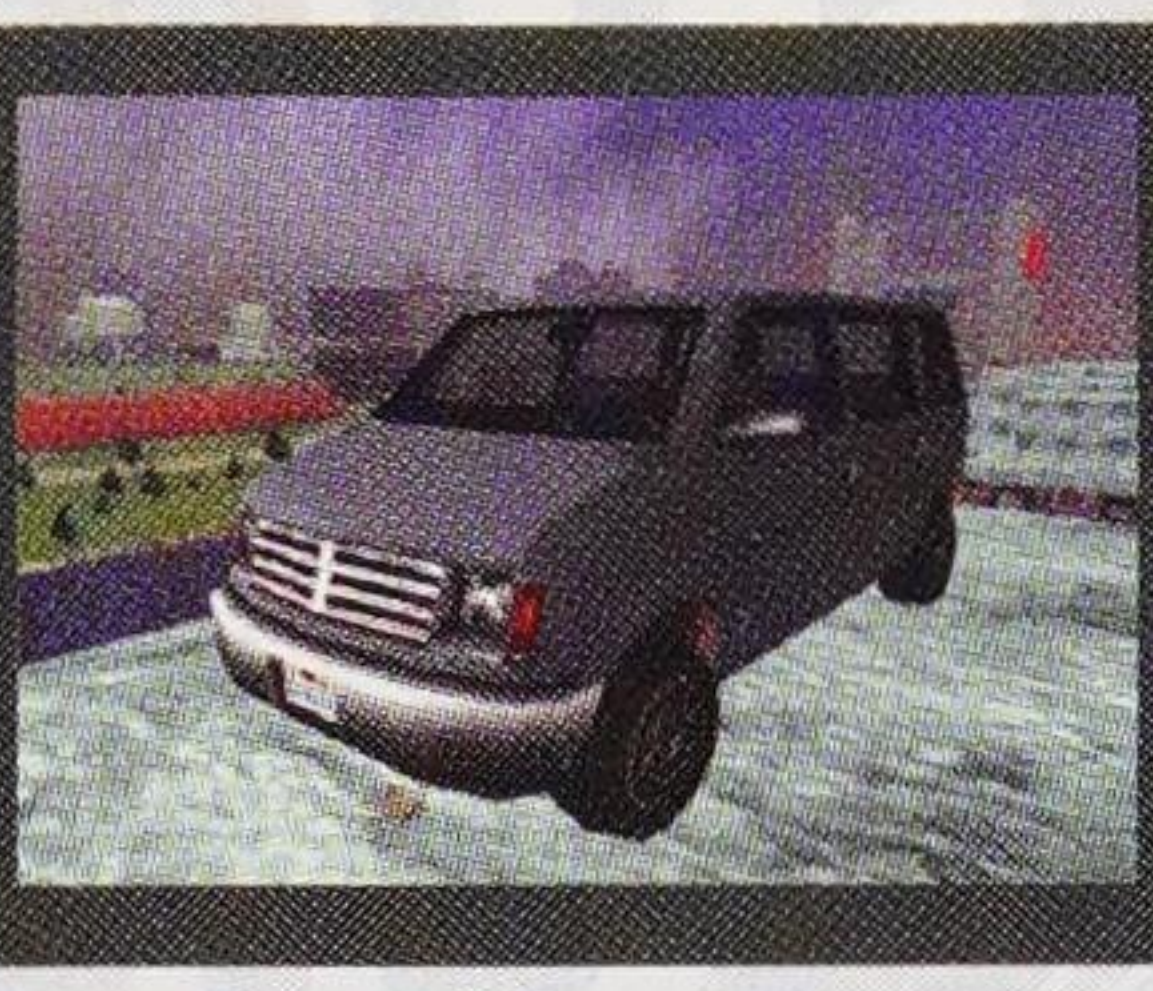
It's no Hoods Rumpo, but can you blare out hilarious campaign propaganda in a Hoods Rumpo? Didn't think so.



HOODS RUMPO XL

SPEED:
HANDLING:

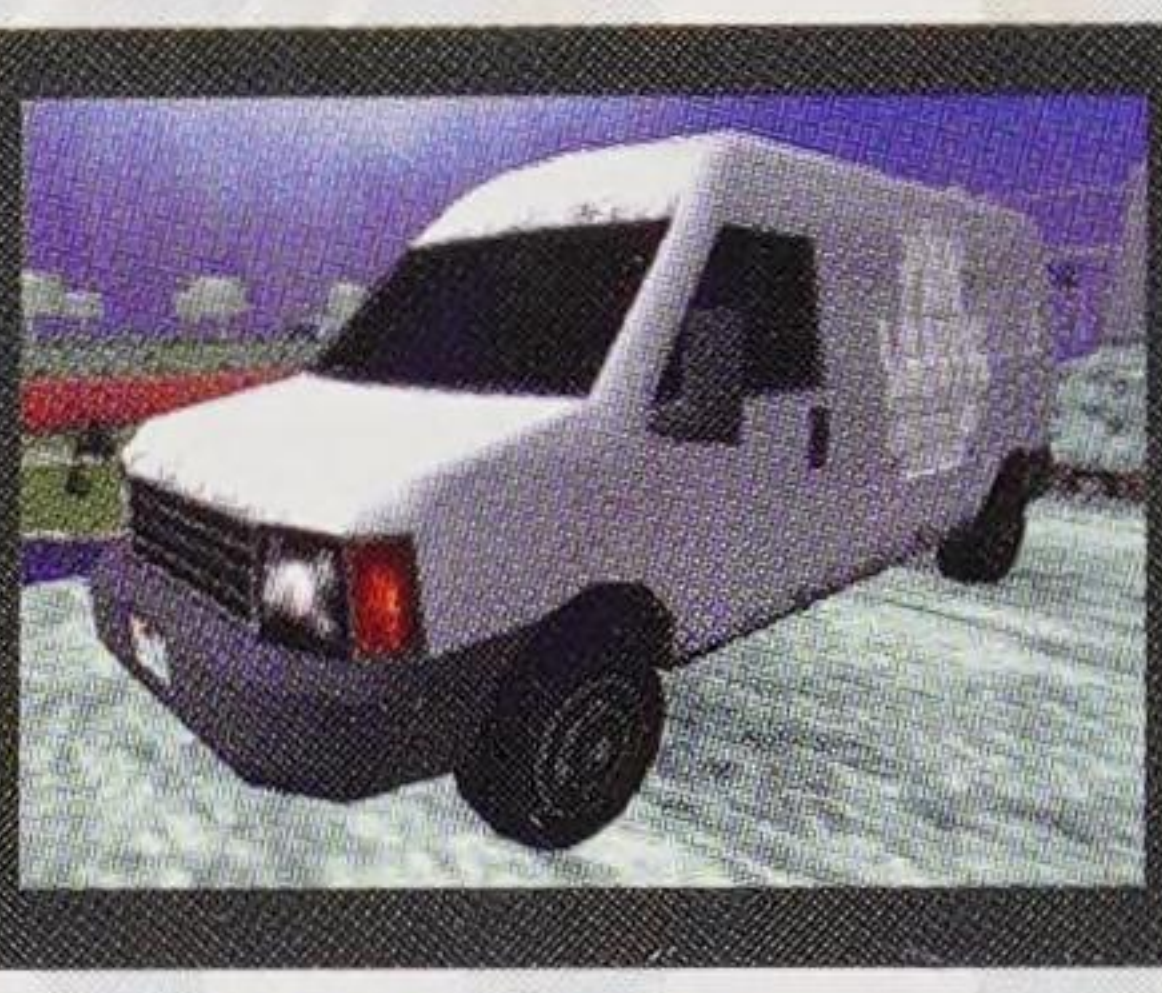
The Hoods Rumpo XL is one of the most surprisingly good vehicles in Liberty City. You'd wonder why a gang would choose a van for a gang car. Once you drive it, you won't wonder any more. This van is light, fast, and very maneuverable. It seems lower to the ground than it actually is. You could actually pull off some Unique Stunt Jumps in this bad boy.



MOONBEAM

SPEED:
HANDLING:

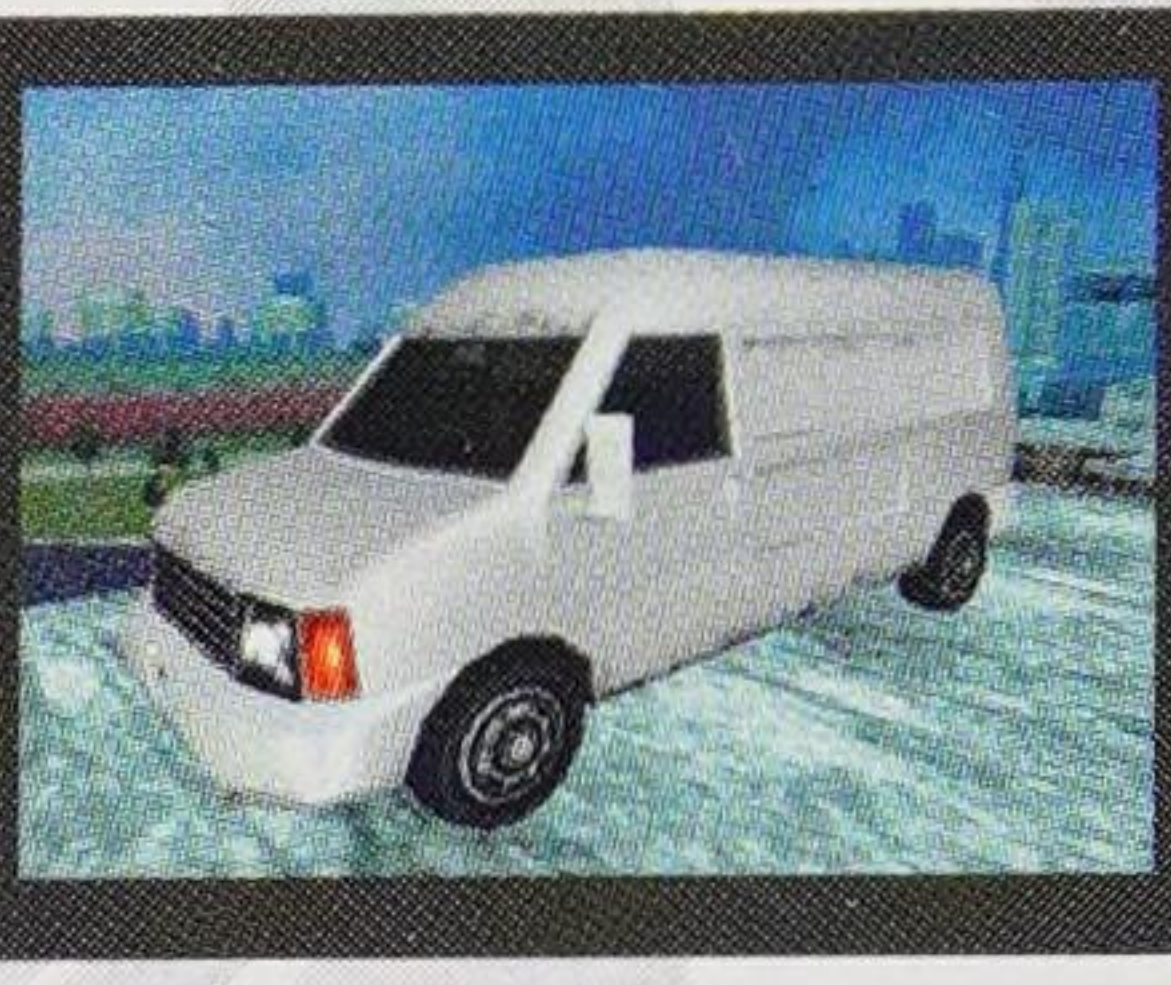
The Moonbeam goes much faster if you push it over a cliff, which is strongly recommended. You might as well get out and run if you're driving one of these. Slow and sluggish, it handles like a shopping cart.



PANLANTIC

SPEED:
HANDLING:

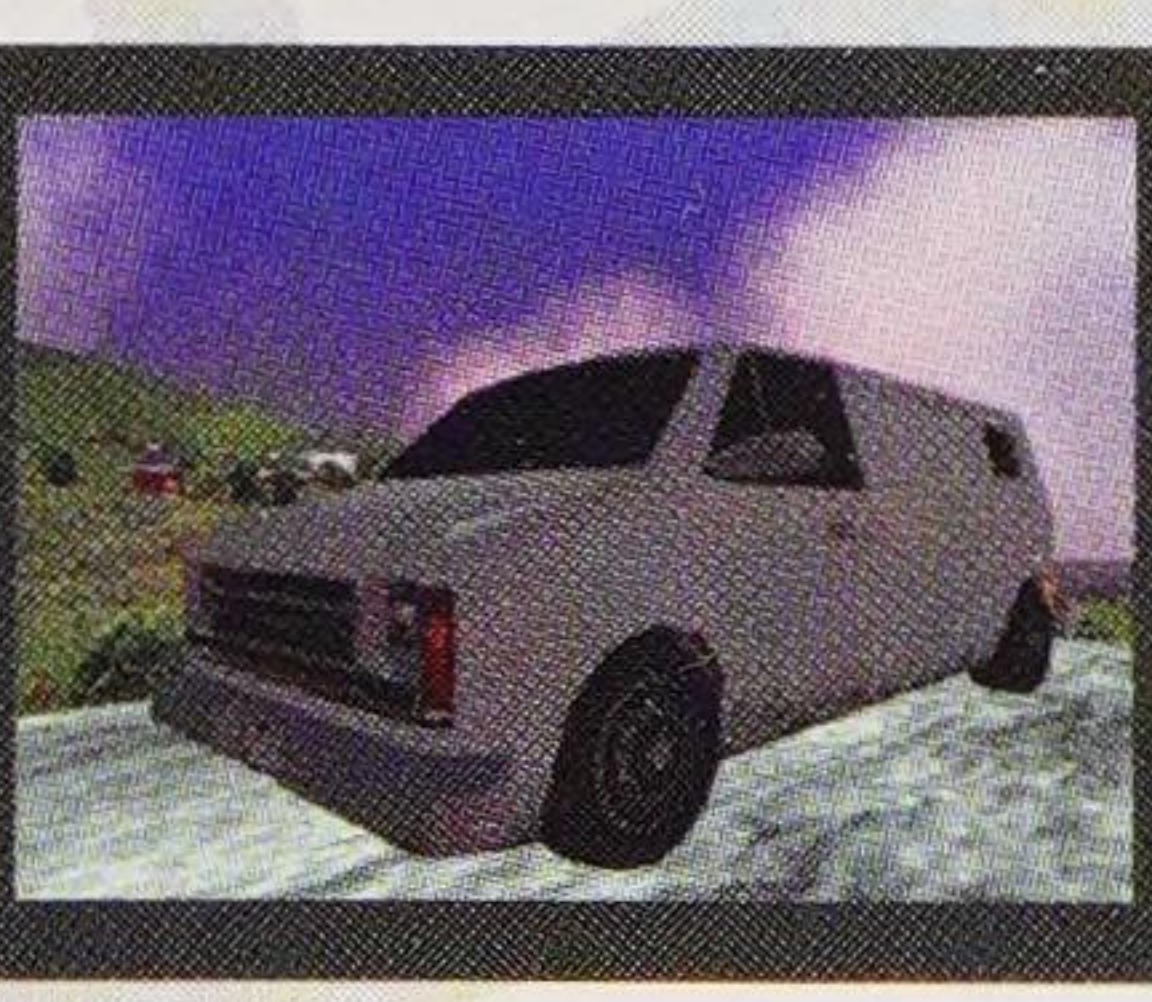
There's no hidden gem in this large shell; the Panlantic is heavy, slow, and not much to look at either.



PONY

SPEED:
HANDLING:

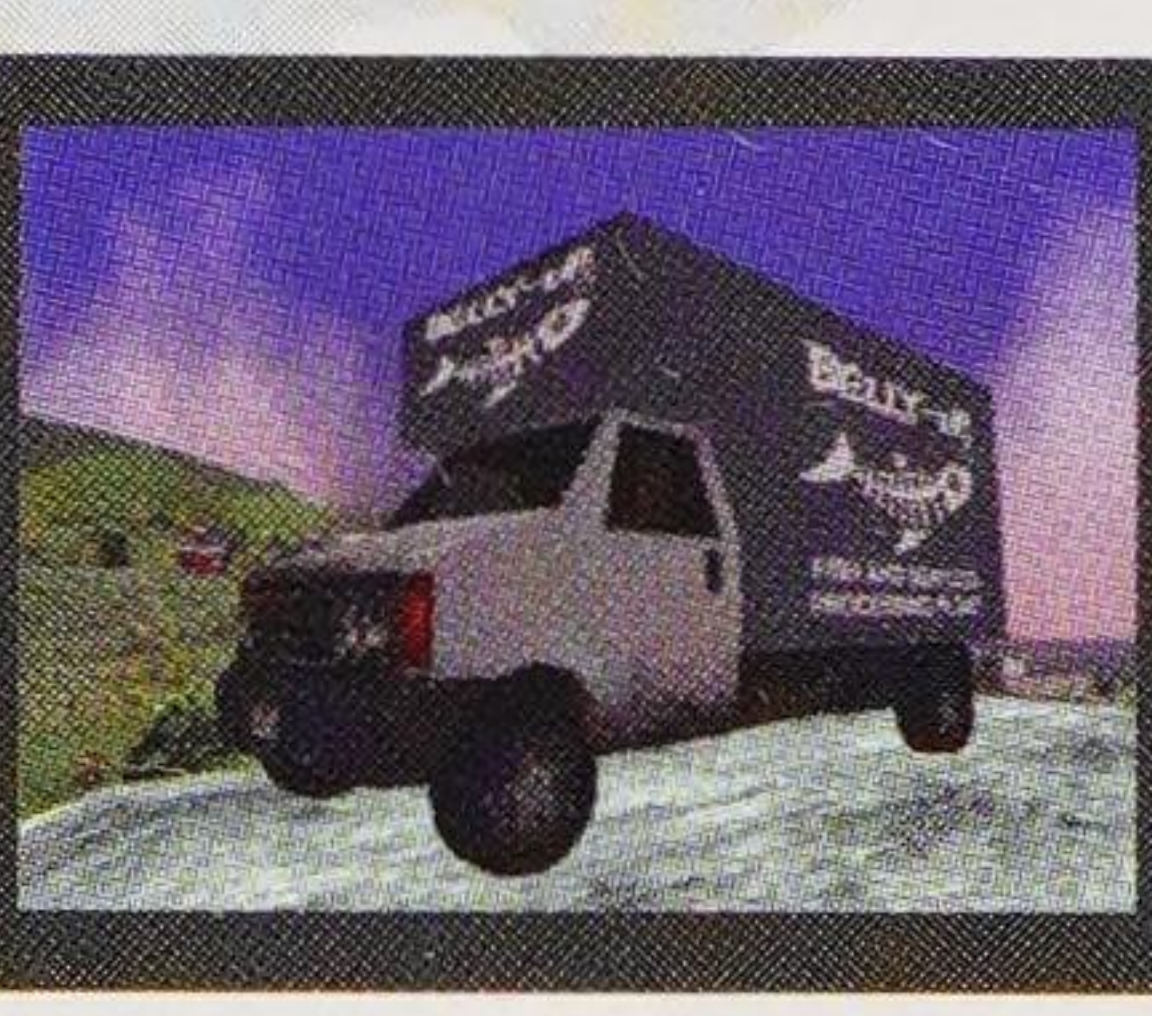
The Pony is an average van with sluggish acceleration, but okay handling. You'll also notice lots of slipping in the back tires when speed and extreme turning are introduced. It actually has a lower center of gravity, though, which prevents it from rolling easily.



RUMPO

SPEED:
HANDLING:

The Rumpo is maneuverable, heavy, yet fairly quick for a van. It puts the Moonbeam to shame!



TRIAD FISH VAN

SPEED:
HANDLING:

If you can get over the smell, you might enjoy the drive. It's still a box truck, but quite frankly we'd rather drive this than a Stallion.

UNLOCKABLES

100% COMPLETION

Completing 100% of the game creates a Rhino (tank) in Fort Staunton and makes speed boats available in Portland. The following is a list of the tasks that must be completed in order to reach 100% completion of the game:

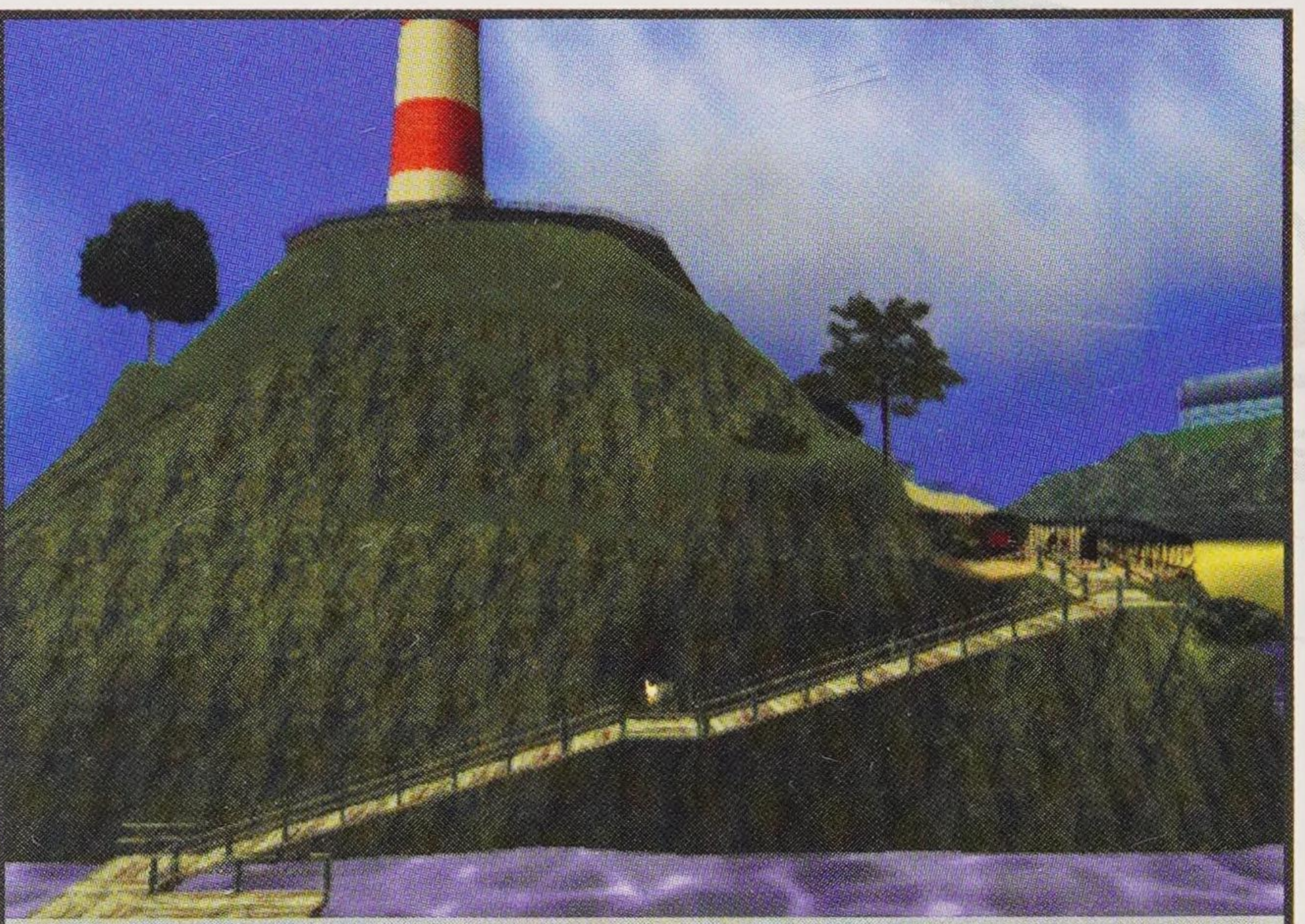
- **Complete all Main Story Missions.**
- **Complete all Odd Jobs and get first place in all races.**
- **Find all 16 cars in Love Media's "Car-azy Car Giveaway."**
- **Collect all 100 Hidden Packages.**
- **Complete all 26 Unique Stunt Jumps.**
- **Complete all 20 Rampages.**

HOOKER TRICK

This is Grand Theft Auto, so *of course* there's a hooker trick. While in a snazzy vehicle, drive up to a lady of the evening, then stop and allow her to enter. Drive into a secluded area or alley and she'll get busy. This time around, your money is continually drained as your Health completely replenishes. Exit the vehicle when your Health is full—or else she'll continue to drain your wallet. When you get out of the vehicle, she exits, too. This ends the business transaction.

EARLY TANK (PSP ONLY)

Want a Rhino before completing the game? When you play Salvatore Leone's Shoreside Vale mission, *Shogun Showdown*, you have the only *early* opportunity to get a tank. Here's how to do it: The last objective of this mission is to destroy the Rhino. We suggest doing it with 8-Ball's remote detonation bombs. Your garage is just yards away from 8-Ball's bomb shop in Staunton. Park the Rhino rigged with the bomb into your safe house garage. Exit the Rhino and allow the garage door to close. Detonate the explosives to destroy the tank and complete the mission. Now approach the garage. When the door opens, you should have a shiny new Rhino! Save your game. Now, when you reach a six-star Wanted while in the tank, Rhinos join the law enforcement troops trying to take you out.



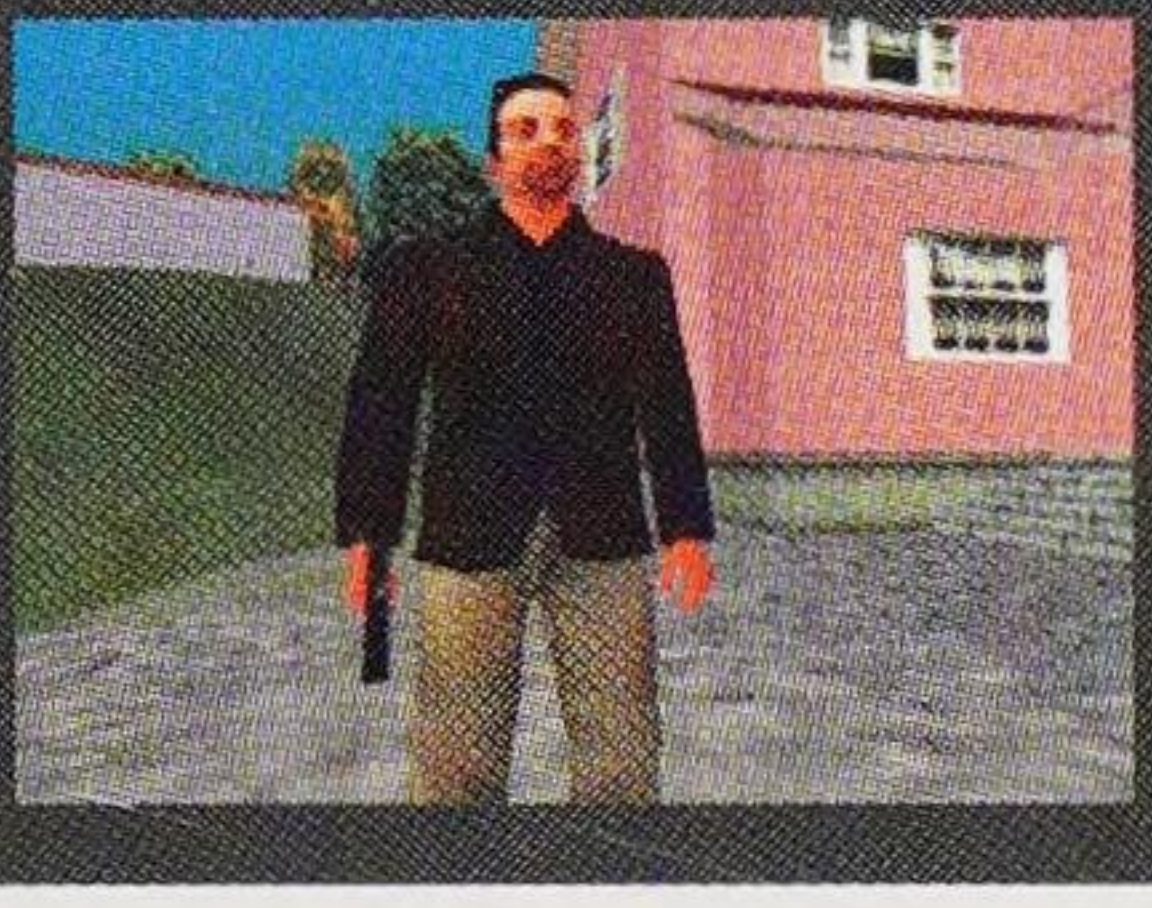
THE BEST TIP EVER

Collect all the Hidden Packages possible before starting the Main Story missions. Do this each time you enter a new island. It gives you a great knowledge of the roads and scattered items such as Health, Armor, and weapons. Collecting Hidden Packages also unlocks great weapons and Armor at your safe house. The game is much easier when you enter missions packing a hefty arsenal. Note that there are a few Hidden Packages that you cannot access until you complete certain Main Story missions.

UNLOCKABLES//
//CLOTHING

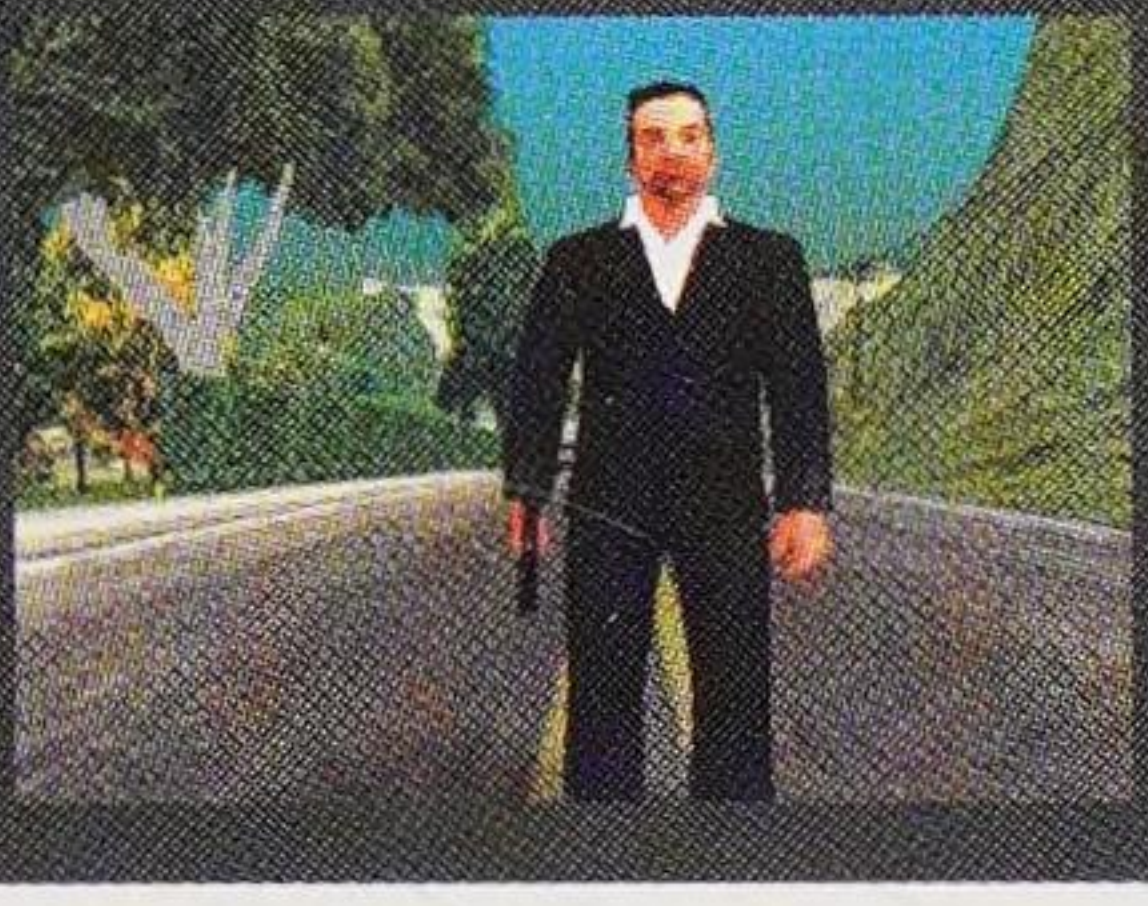
Clothing is unlocked through the normal course of the Main Story missions and by completing pastimes. When clothing is unlocked, it becomes available in the changing rooms at all of your safe houses. Changing clothes allows you to take certain missions and also shake the heat. The following is a description of each outfit and how it is unlocked.

CLOTHING



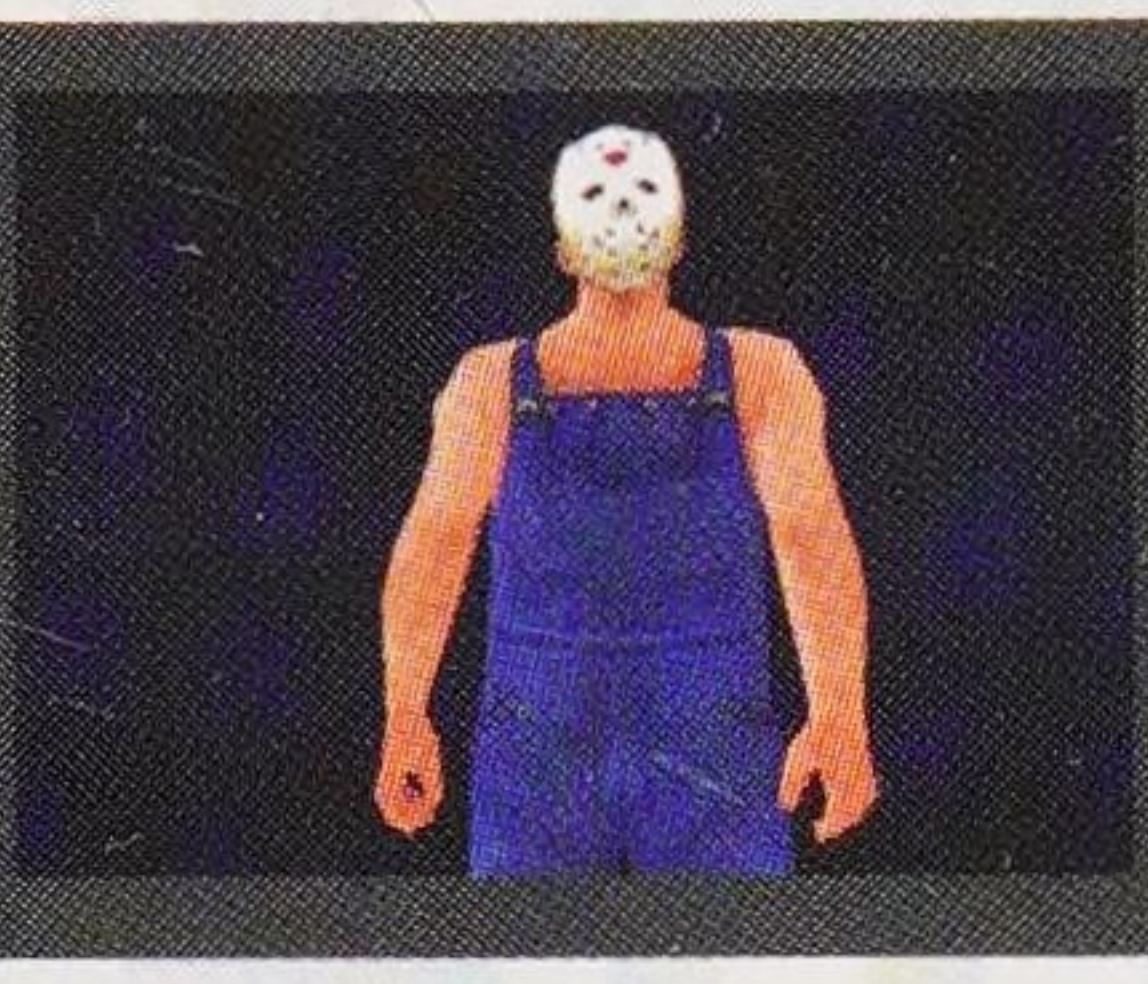
CASUAL CLOTHES

You begin the game in this suit.



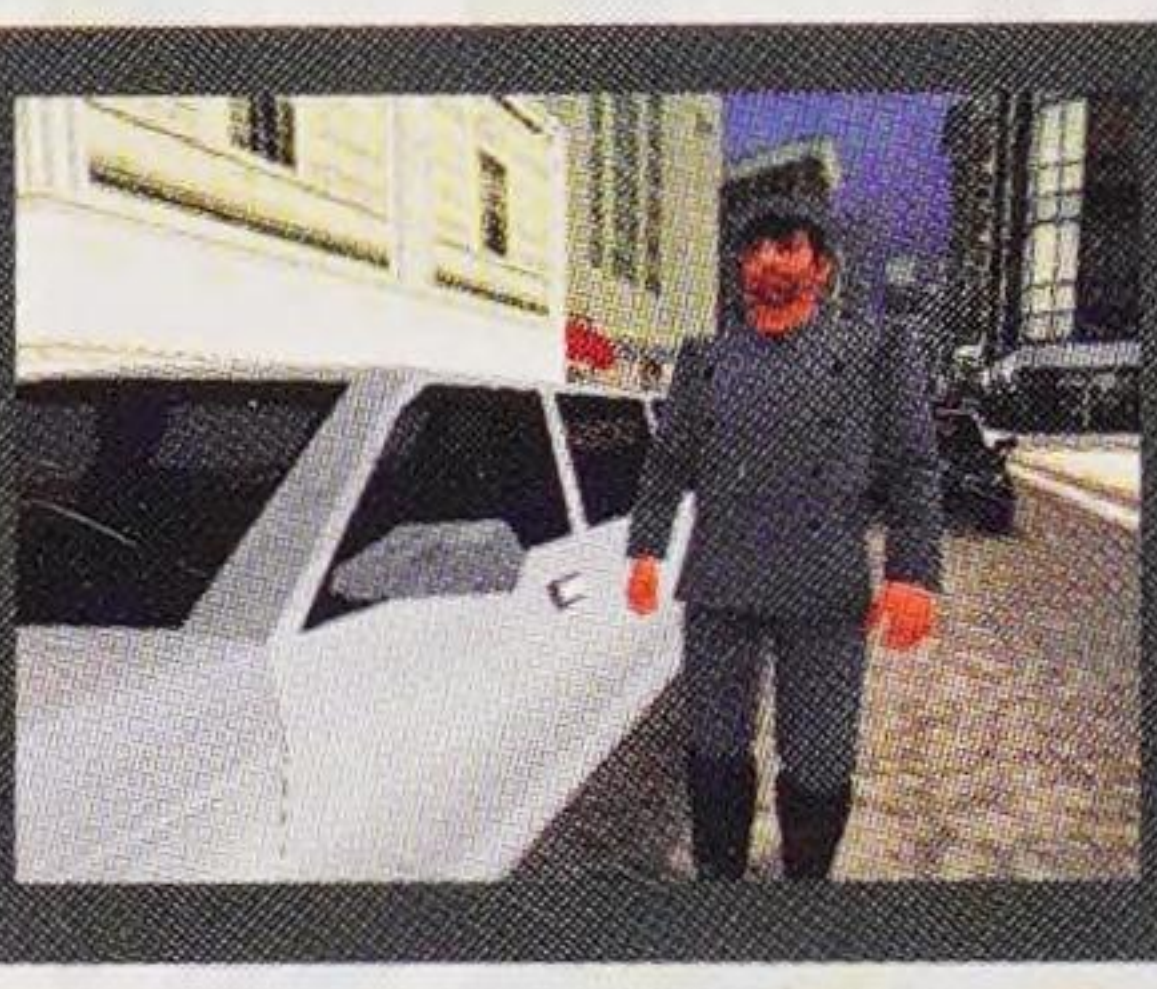
LEONE SUIT

This is the first outfit available in the game. You must change into it in the first Main Story mission, *Home Sweet Home*.



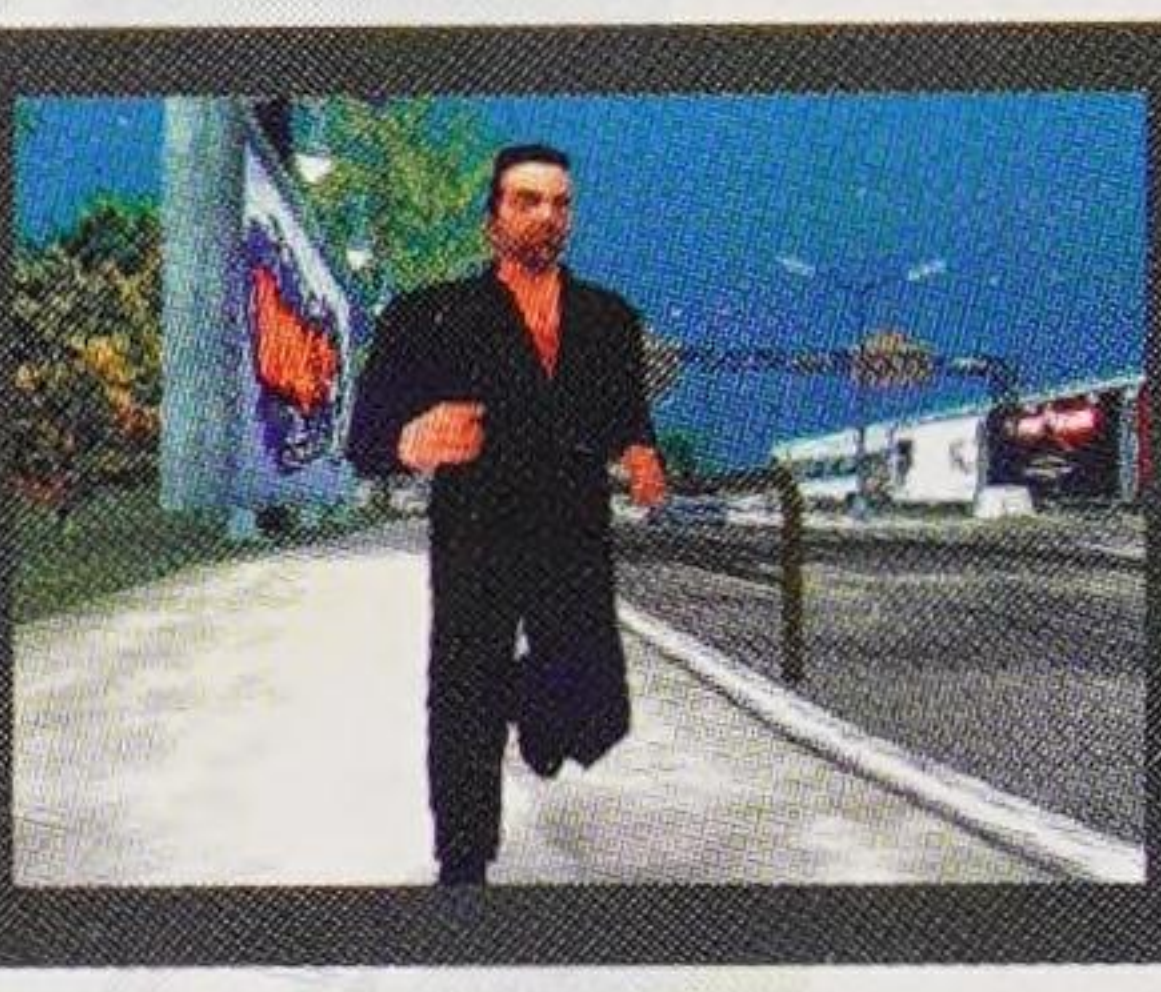
OVERALLS

The Overalls (with hockey mask) are unlocked when you complete Vincenzo's final mission, *The Portland Chainsaw Masquerade*. This outfit allows you to play Slash TV. See Portland Pastimes for details.



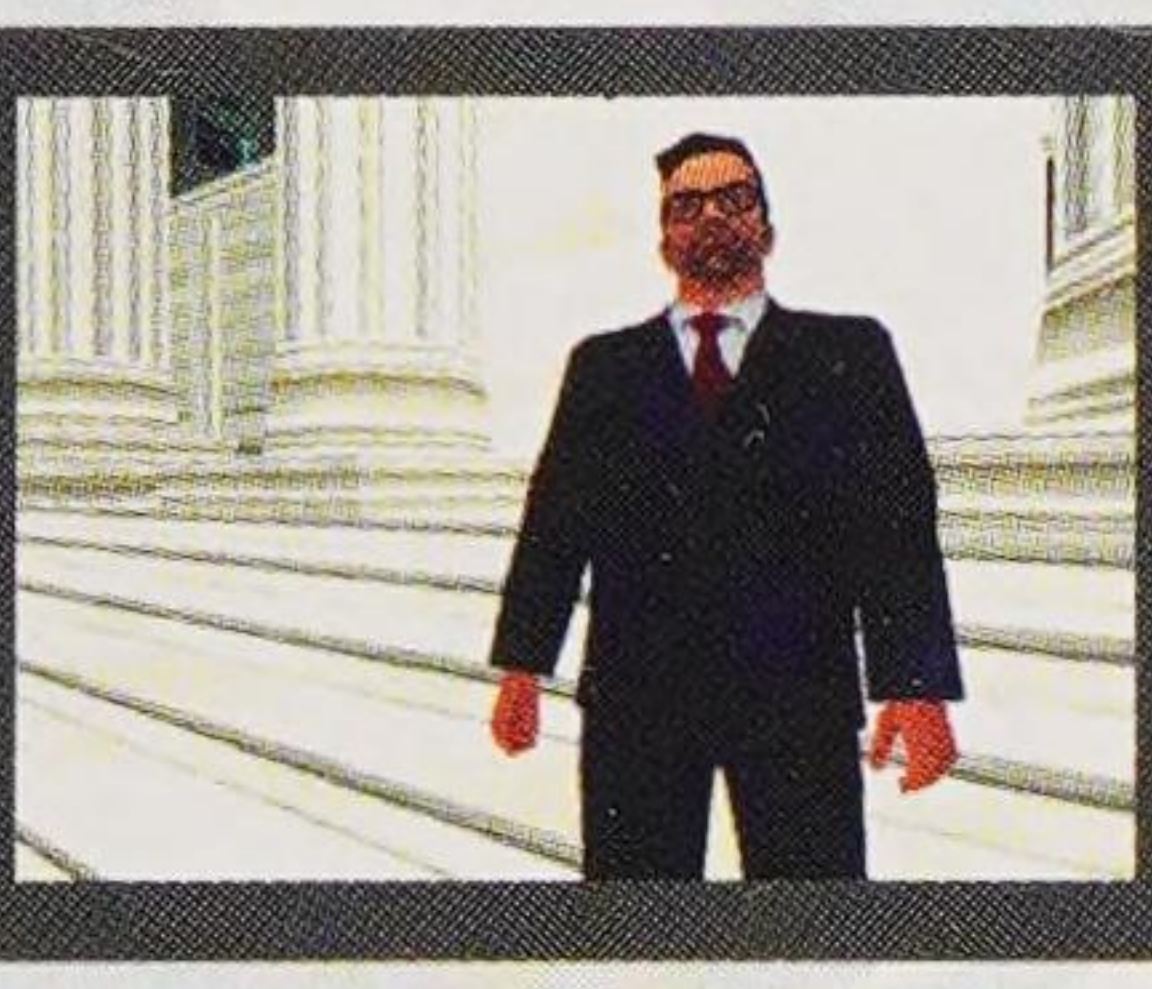
CHAUFFEUR OUTFIT

The Chauffeur Outfit is available at all safe houses after completing Salvatore's Portland mission, *Rollercoaster Ride*.



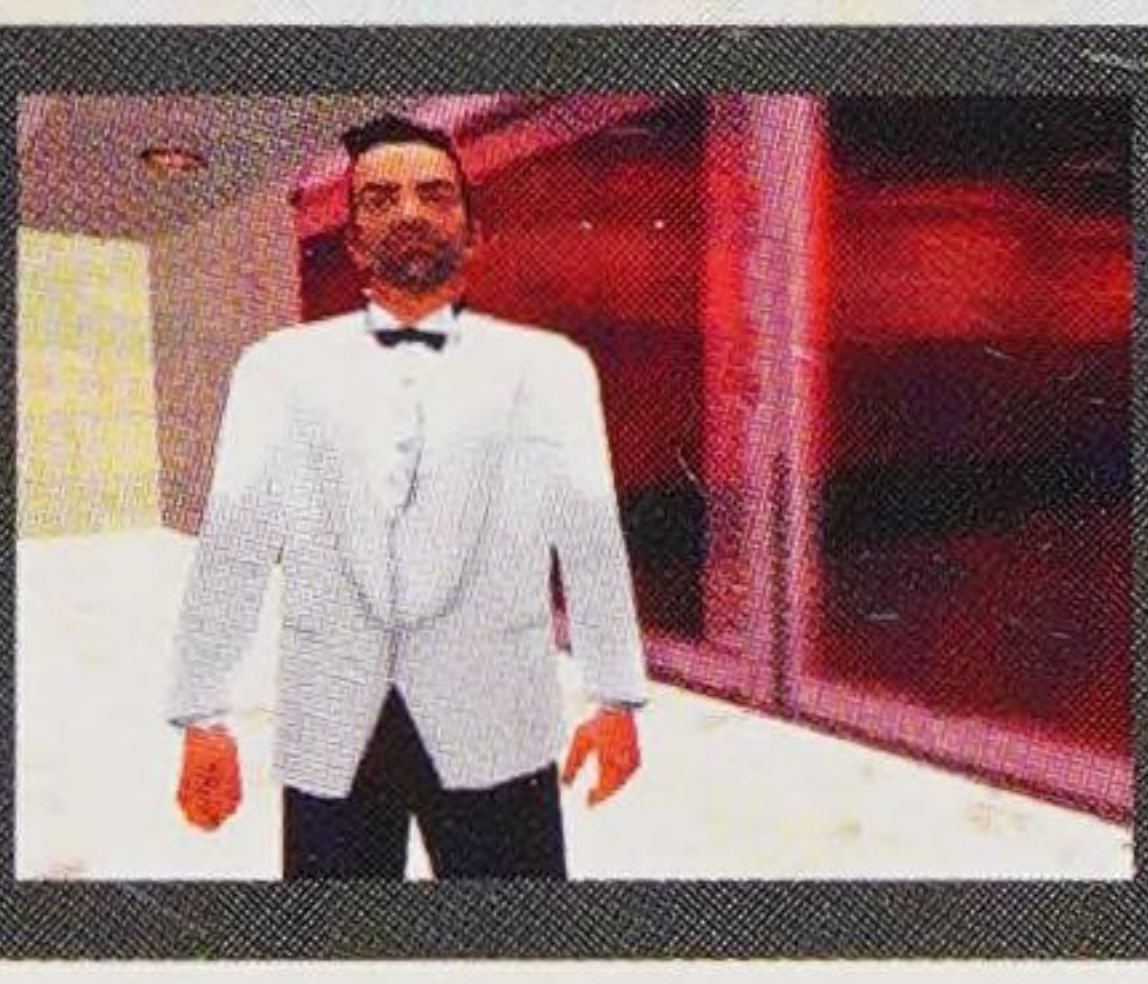
GOODFELLA

Complete Maria's last mission, *Overdose of Trouble*.



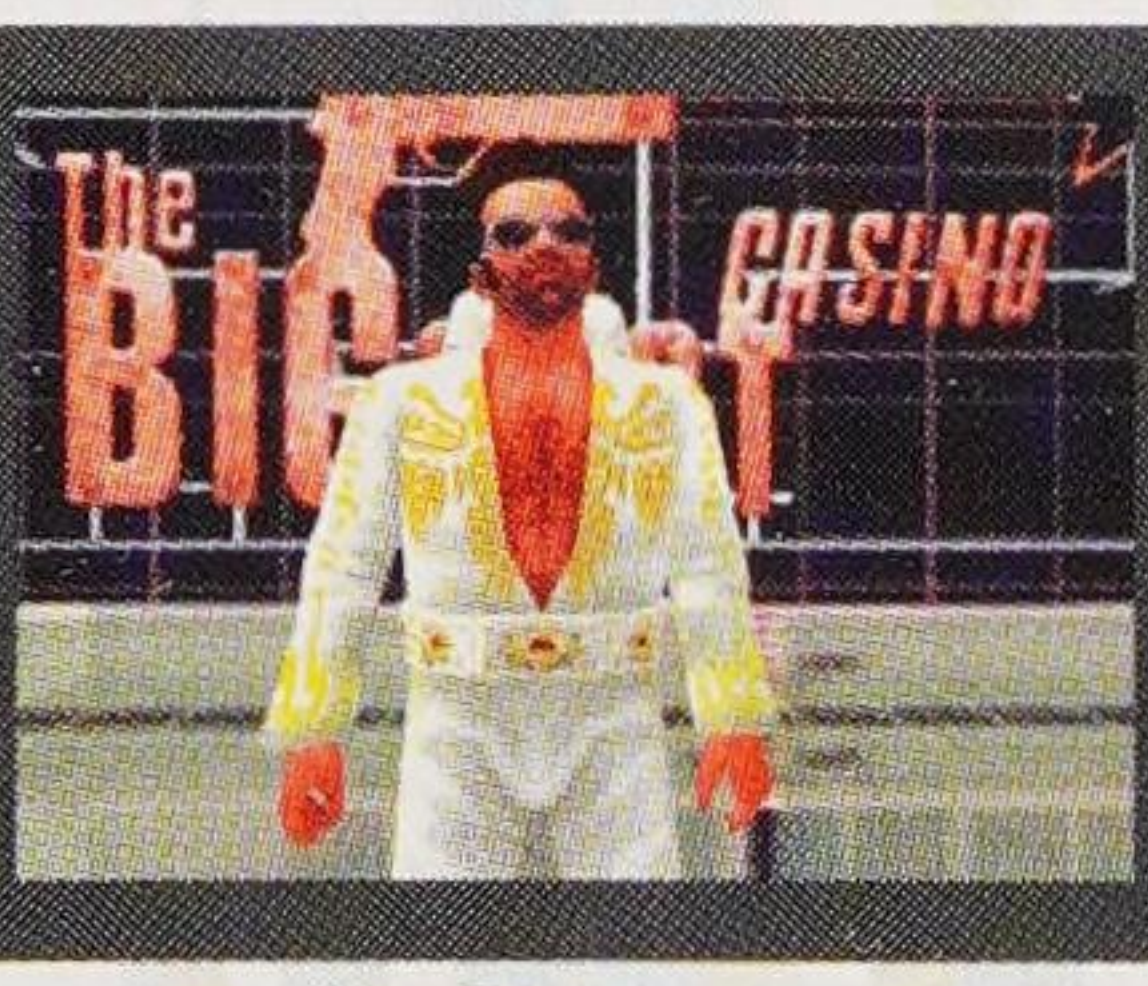
LAWYER'S OUTFIT

The Lawyer's Outfit becomes available at all safe houses after completing Salvatore's Shoreside mission, *Rough Justice*.



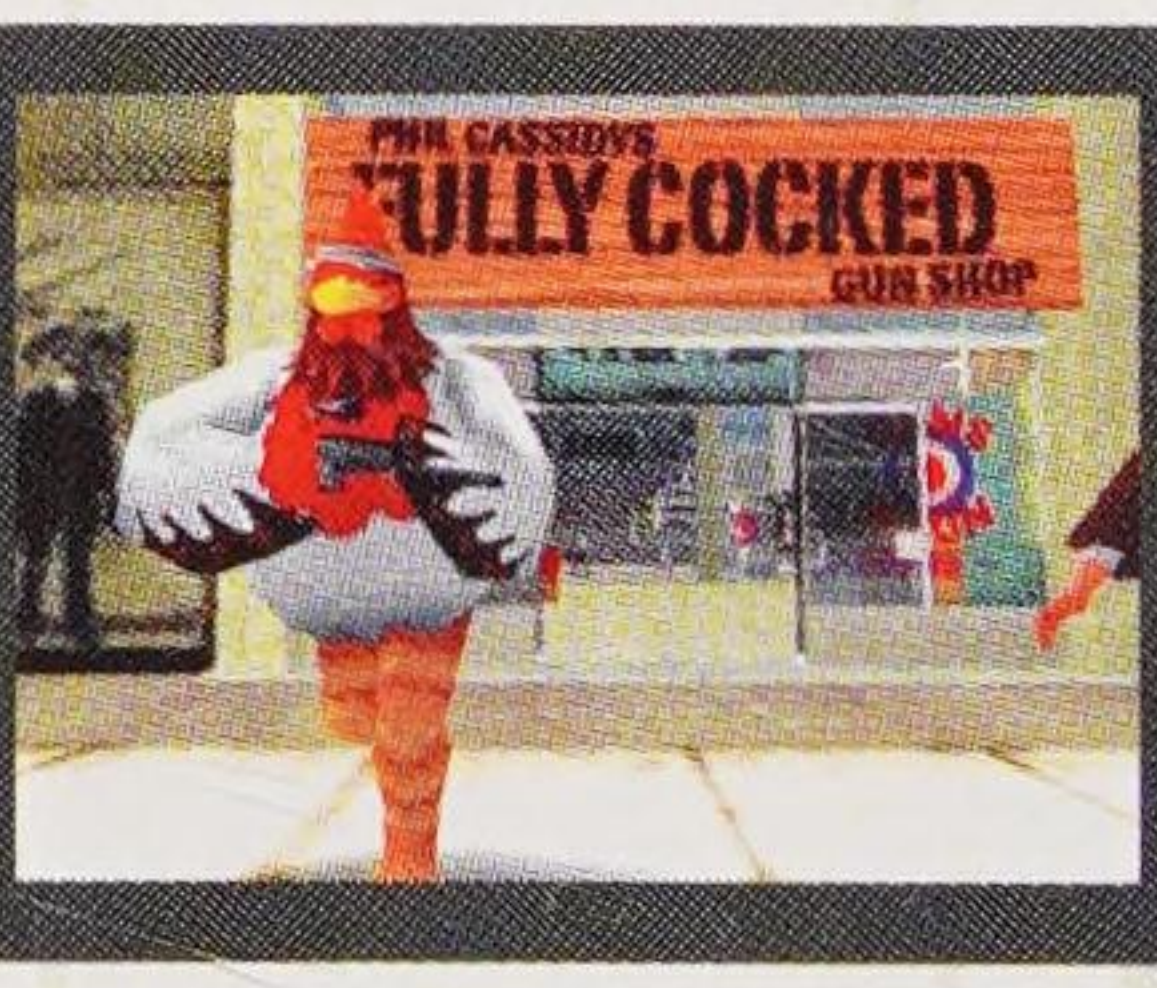
TUXEDO

The Tuxedo Outfit becomes available at all safe houses after completing Toshiko's Shoreside (in Staunton) mission, *A Date with Death*.



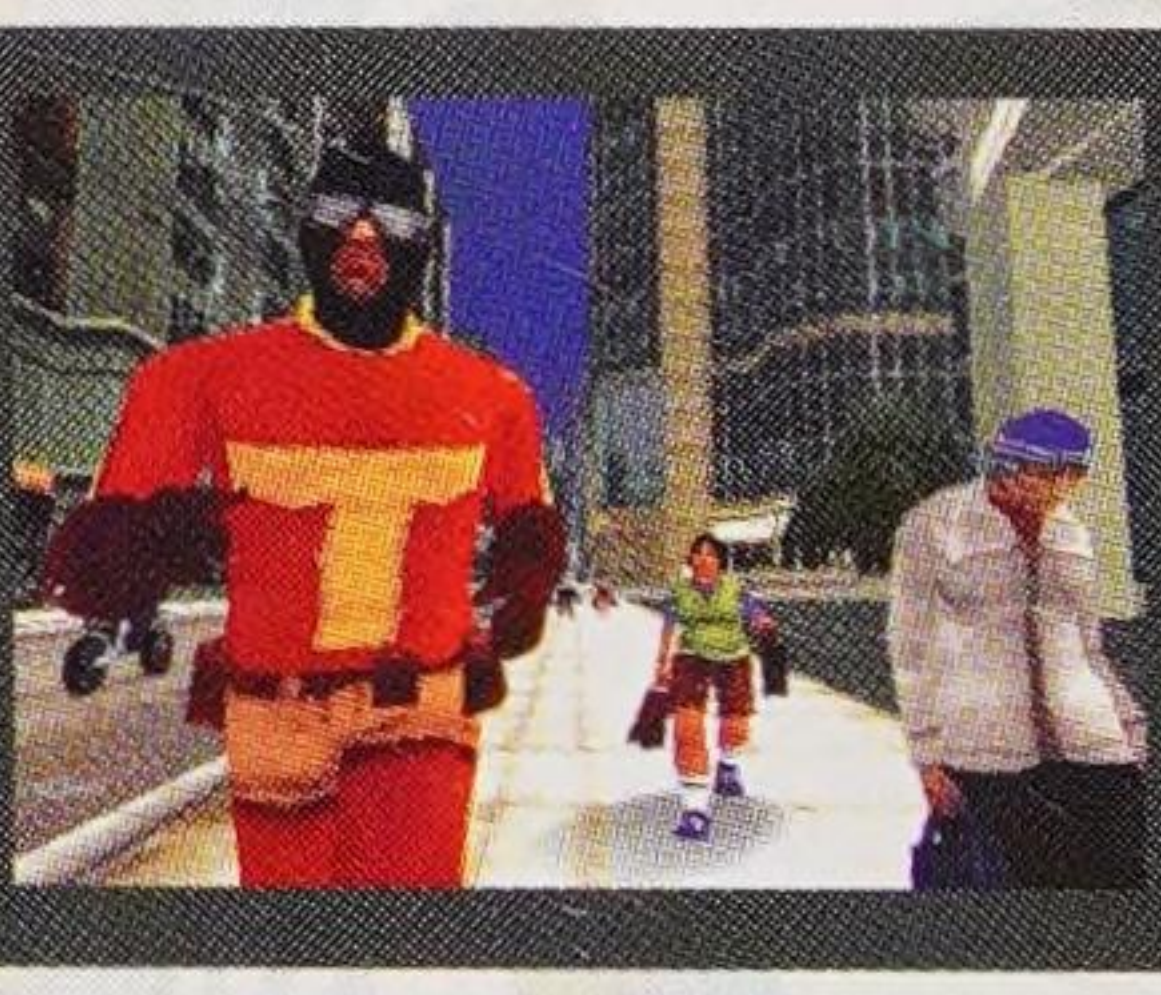
KING JUMPSUIT

Complete all Main Story missions to unlock the King Outfit.



COX MASCOT SUIT

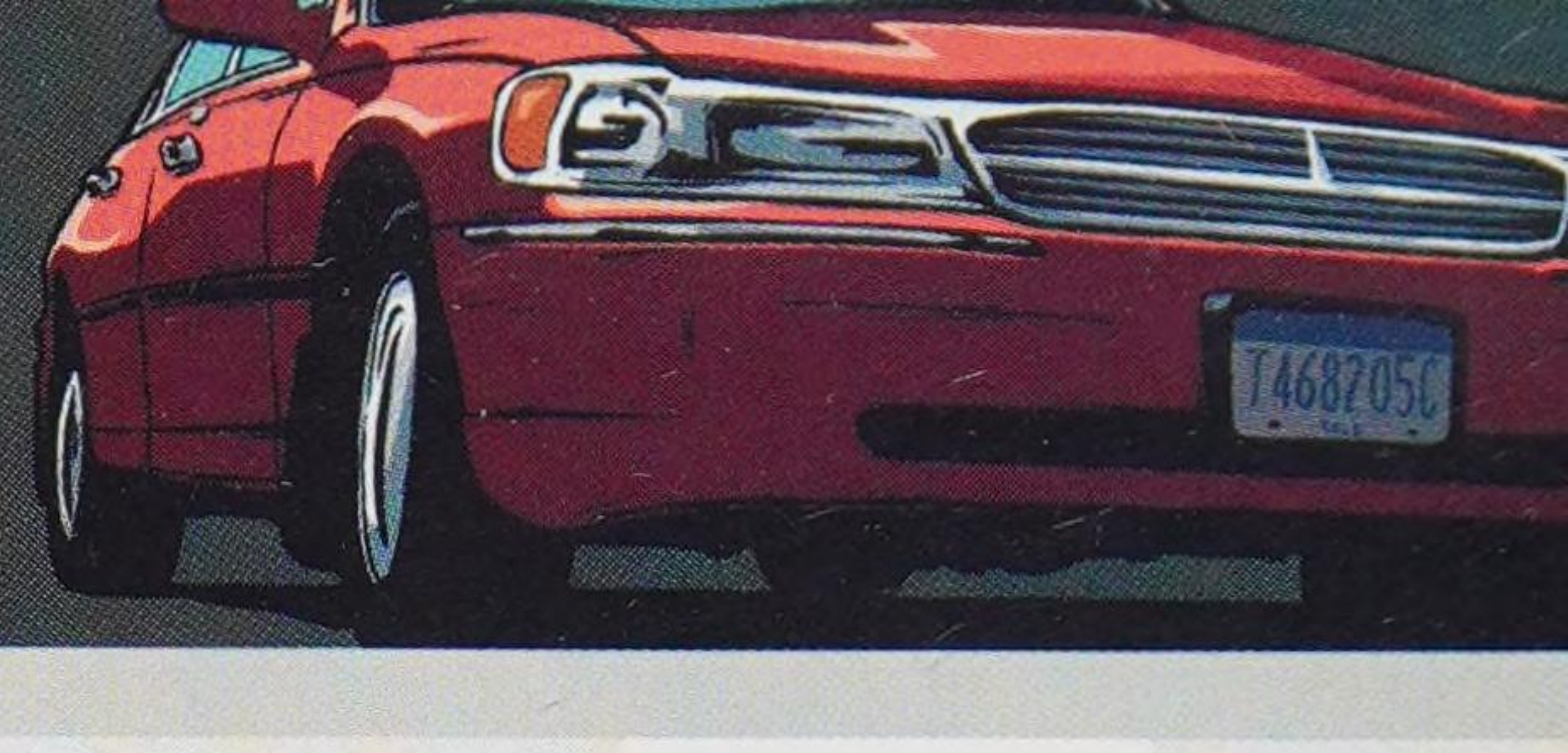
Complete all five levels of Slash TV (see the Portland Pastimes section of this guide) to unlock the Chicken Outfit. It's what the psychotic chainsaw-wielding killers are wearing in Slash TV after completing the first five levels. This is a great suit to wear while going out and creating mayhem in Liberty City.



SUPERHERO OUTFIT

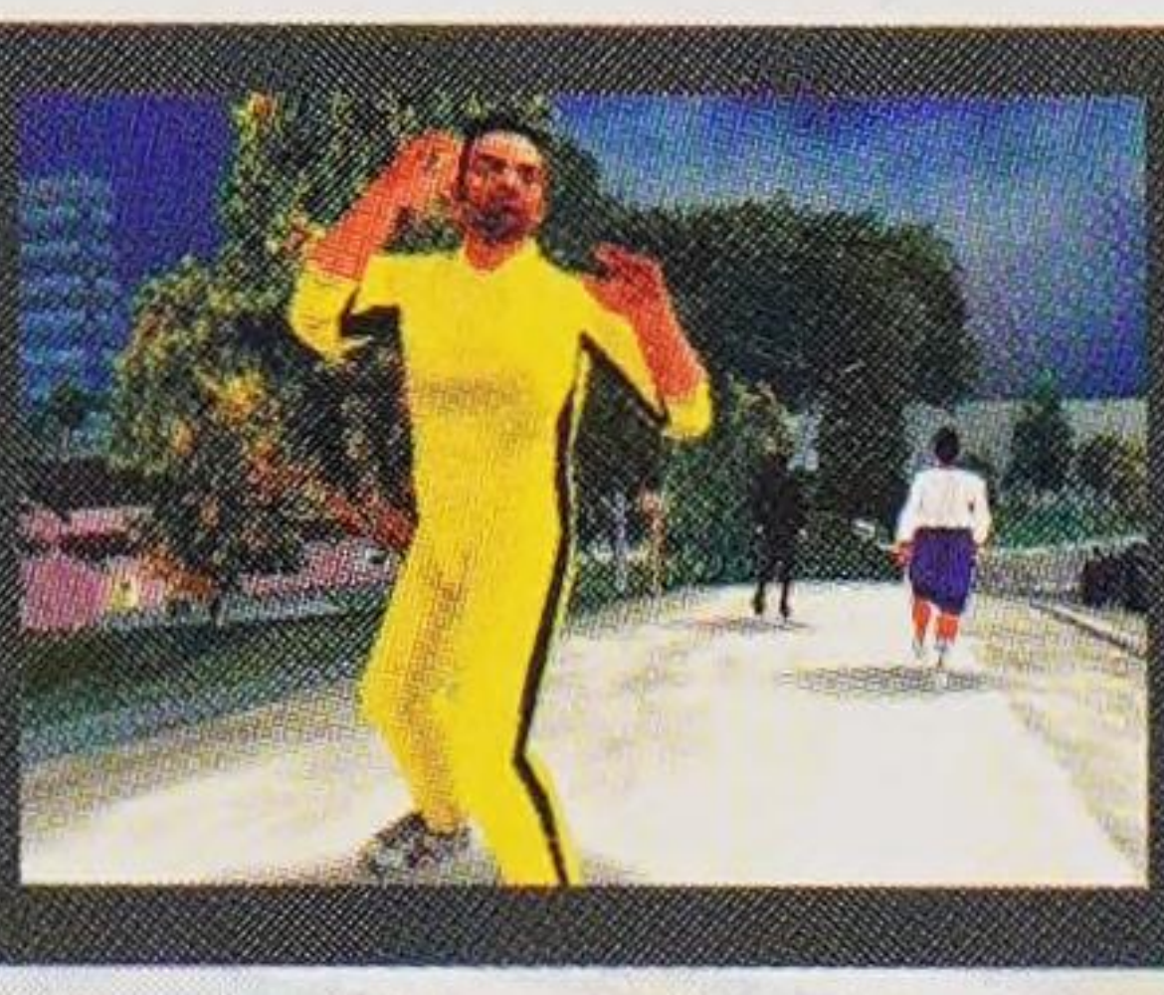
Completing *Avenging Angels* in Shoreside Vale unlocks the Superhero costume. Oh yeah! Now you look good.

UNLOCKABLES



AVENGING ANGELS

Complete Salvatore's Portland mission, *Frightners*.

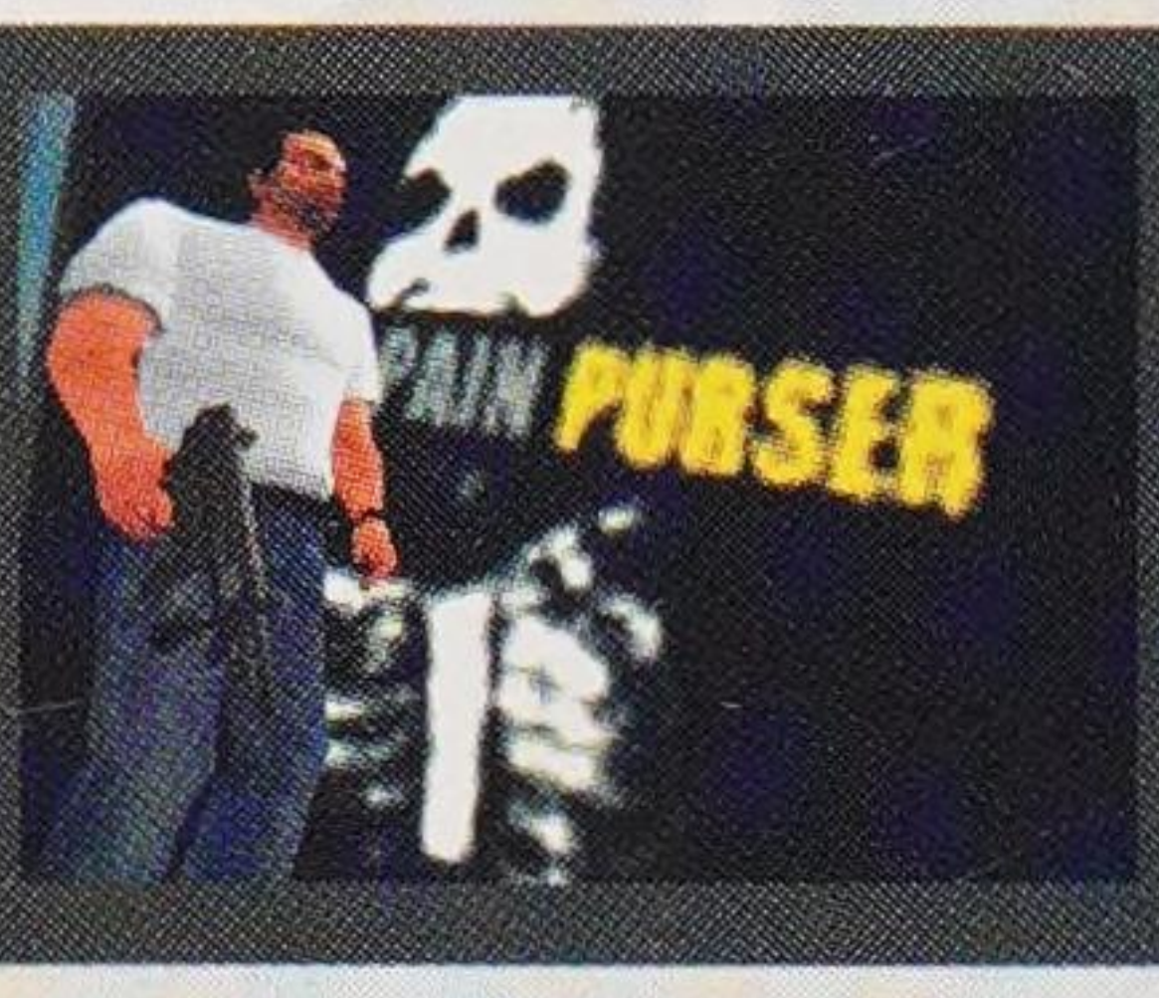


DRAGON JUMPSUIT

The Dragon jumpsuit is available after finishing Leon McAffrey's mission, *Crazy '69.'*

SWEATS

The Sweats Outfit is unlocked when you complete *A Walk in the Park*. This is Salvatore's first Staunton Island mission.

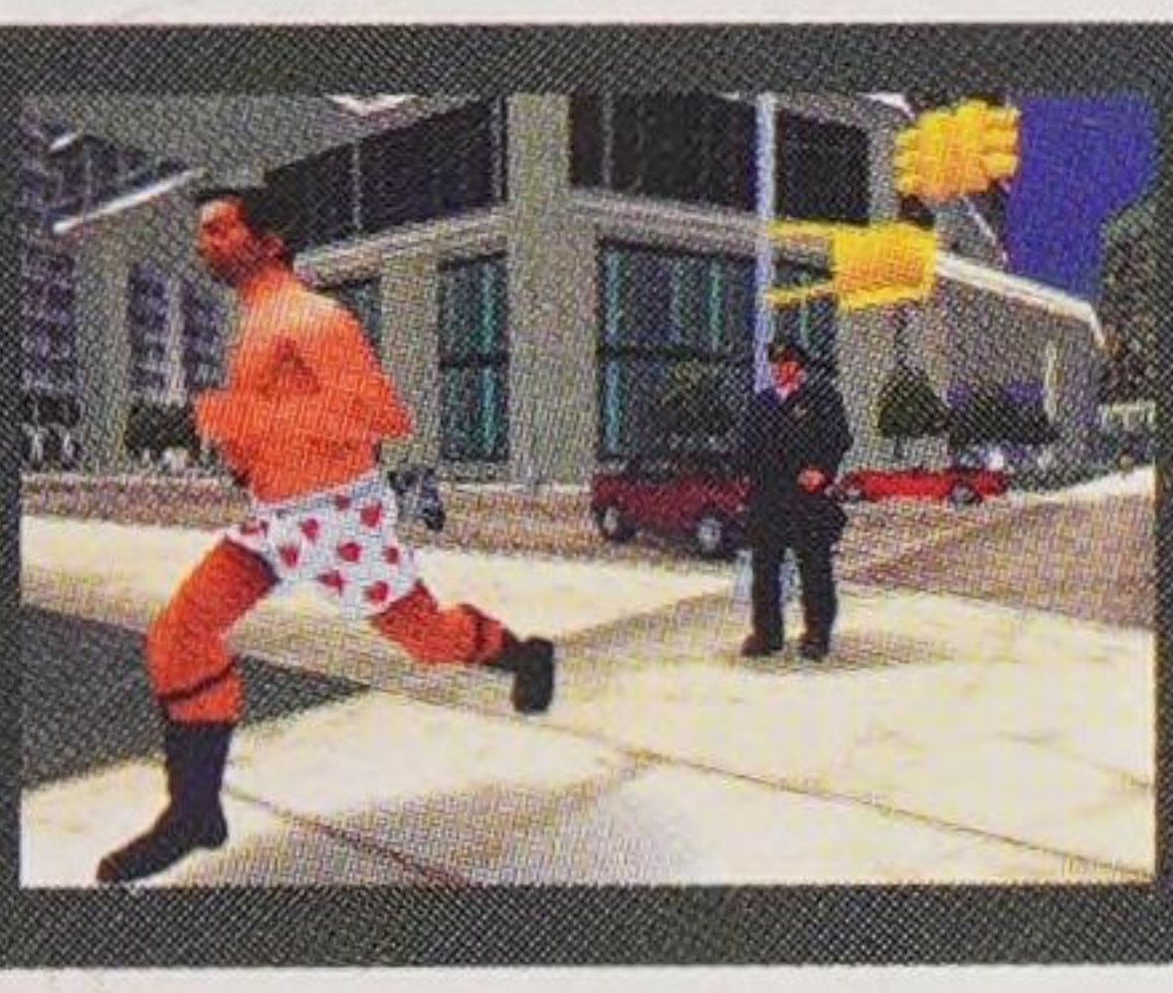


ANTONIO

The Antonio Outfit is available at all safe houses after completing Salvatore's Staunton Island mission, *Making Toni*.

WISE GUY

The Wise Guy Outfit becomes available at all safe houses after completing Salvatore's Staunton Island mission, *Shoot the Messenger*.



UNDERWEAR

Complete one Unique Stunt Jump and you'll need a change of underwear!

Unlockables

Unlockable	Unlocking Procedure
Avenger motorcycle	Complete Avenging Angels in Portland and it will appear at your Portland safe house.
Cost-free Arrests	Complete Avenging Angels in Staunton Island.
Fireproof Toni	Complete Firefighter level 12.
Infinite Run	Complete Paramedic level 12.
Bickle '76 taxi	Complete 100 nonconsecutive Taxi Driver missions. Appears at Mean Street taxis in Portland.
+50 Armor	Complete Vigilante Level 12.
Manchez motorcycle	Complete 10 Bump & Grind courses. Appears in place of Sanchez at dirt bike course.
Hellenbach GT	Love Media vehicle. Complete four levels of Car Salesman and one appears in the dealership showroom.
+25 Health	Complete 10 levels of Noodle Punk.
+25 Health	Complete 10 levels of Well Snacked Pizza.
Bulletproof Landstalker	Complete 12 missions of See the Sight Before Your Flight. It appears at your Shoreside Vale safe house.

MAIN STORY & EXTRACURRICULARS

PORTLAND

TONI, newly arrived in Liberty City after three long years, makes a call and visits Salvatore, looking for work and to carefully remind the Don of the sacrifice he made for him (killing a made man). However, things aren't as simple as Toni would like. Salvatore has a new Capo these days. Vincenzo "Lucky" Cilli is a smooth-talking, good-looking, well-educated wise guy. He's everything that Toni is not, and holds all of the power, authority, and respect that Toni believes are rightfully his. Even now, he's being groomed for the position of Leone's Consigliere (right hand man to the Don). It disturbs Toni that this guy has risen through the ranks, capitalizing on Toni's absence to gain this position. Toni hates him.

VINCENZO CILLI

HOME SWEET HOME

REWARD: $100

UNLOCKS: Vincenzo Cilli mission strand

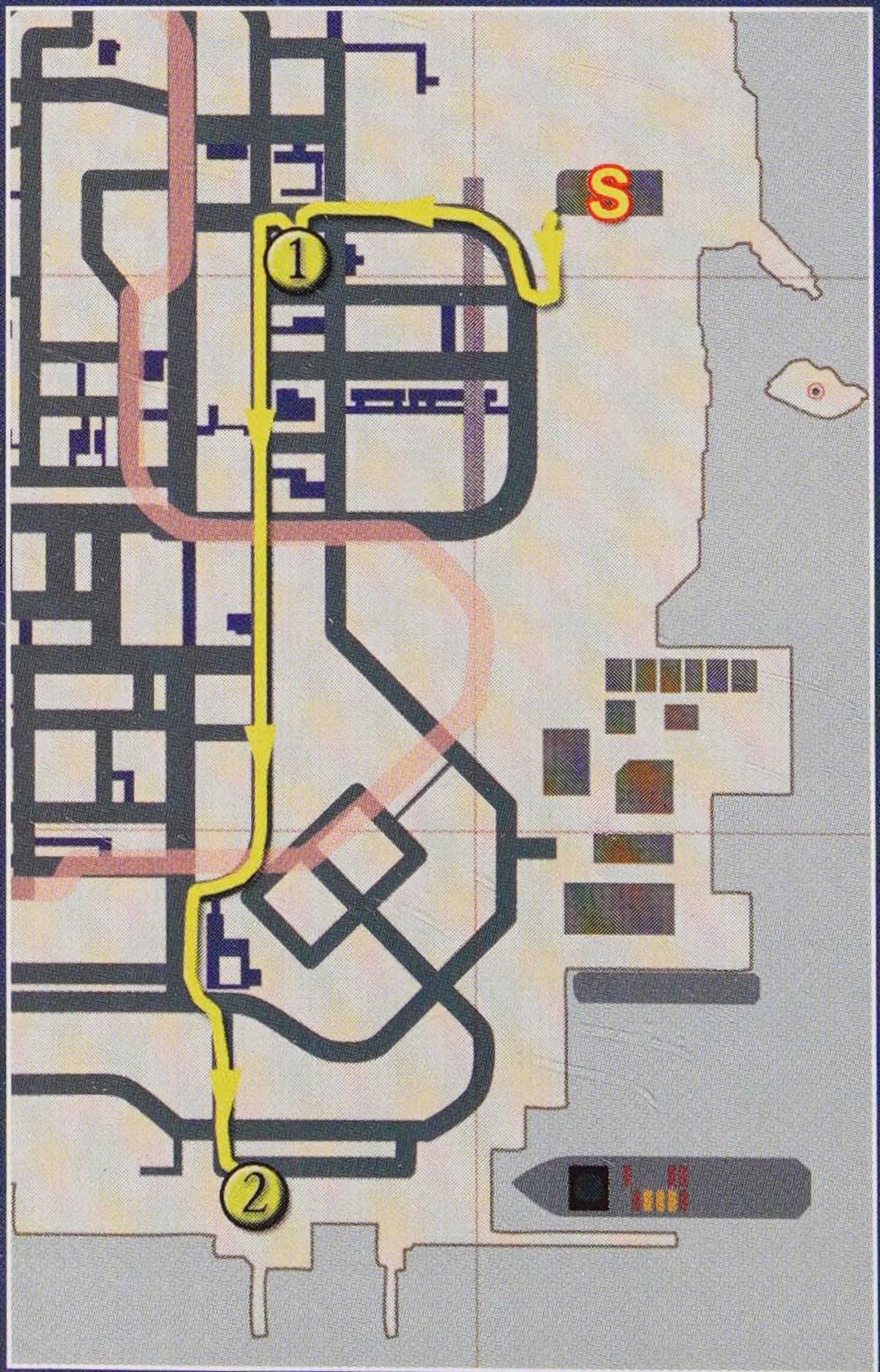
OTHER UNLOCKABLES: Leone Suit

GET INTO THE CAR.

After swallowing your pride and agreeing to work under Vincenzo, you must drive "Lucky" to your hideout **(1)** and then his office **(2)**. The game begins outside Salvatore Leone's mansion in Portland Beach **(S)**. Enter the black car with the blue arrow over it by walking up to it and pressing △. Vincenzo is in the backseat.

DRIVE TO YOUR SAFE HOUSE IN SAINT MARK'S.

Drive toward the yellow blip on the map. Pull into the Saint Mark's alley to find your safe house.



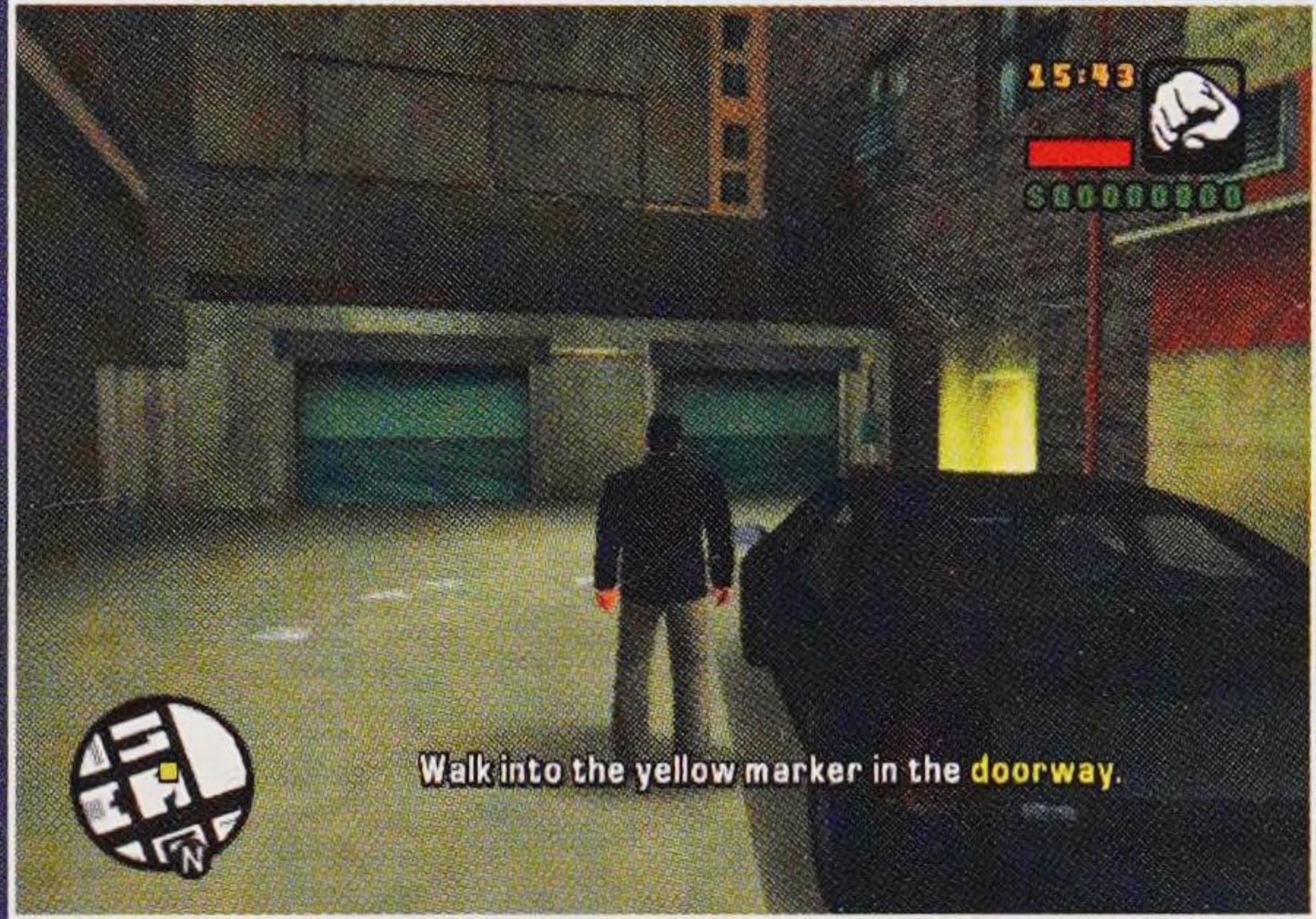
Press △ to enter or exit a vehicle.

NO WAY OUT

The Callahan Bridge is in an impassable state, the ferry is not running, and the subway is not open.

ENTER YOUR SAFE HOUSE THROUGH THE DOOR WITH THE YELLOW MARKER.

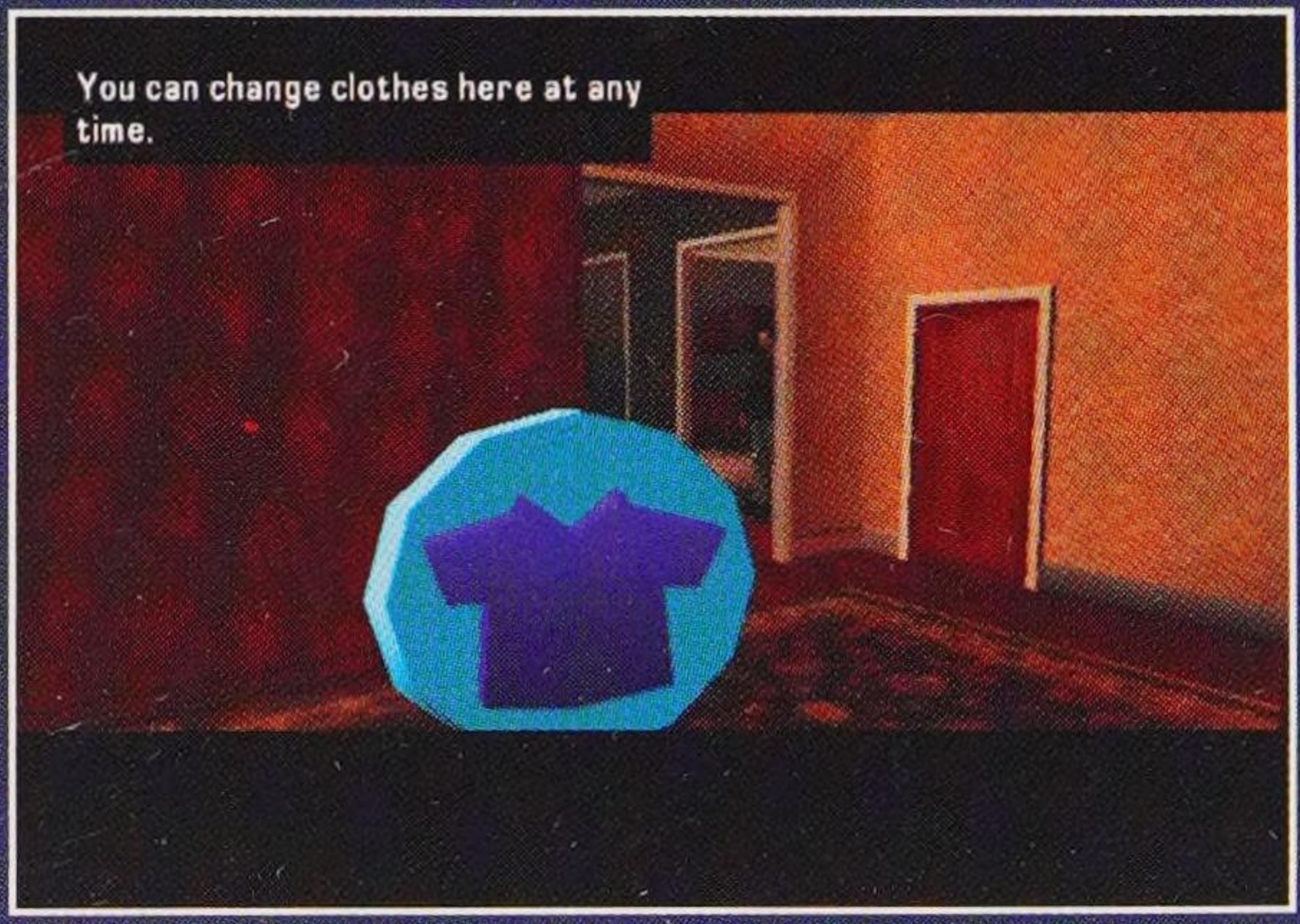
Press △ to exit the vehicle and walk into the yellow marker near the doorway beside the garages. Once inside, your attention is directed to the save disc, which cannot be used to save your game until you have finished this mission. Head left into the bedroom and step into the clothing icon. Currently, you only have one change of clothes. As you earn more threads, tilt left or right on the left anolog stick (PSP: press Left or Right) to scroll through your wardrobe options. Press the ✕ button to confirm your new wardrobe selection. Pressing △ exits the wardrobe interface. If you don't press ✕ before △ you won't change into new clothes.



Walk into the yellow marker in the doorway.

RETURN TO VINCENZO OUTSIDE.

Once you've changed into the Leone Suit, exit the apartment by stepping into the yellow marker near the front door. Enter the vehicle and read the garage text messages that appear. You can store and save one vehicle in your single car garage outside your safe house.



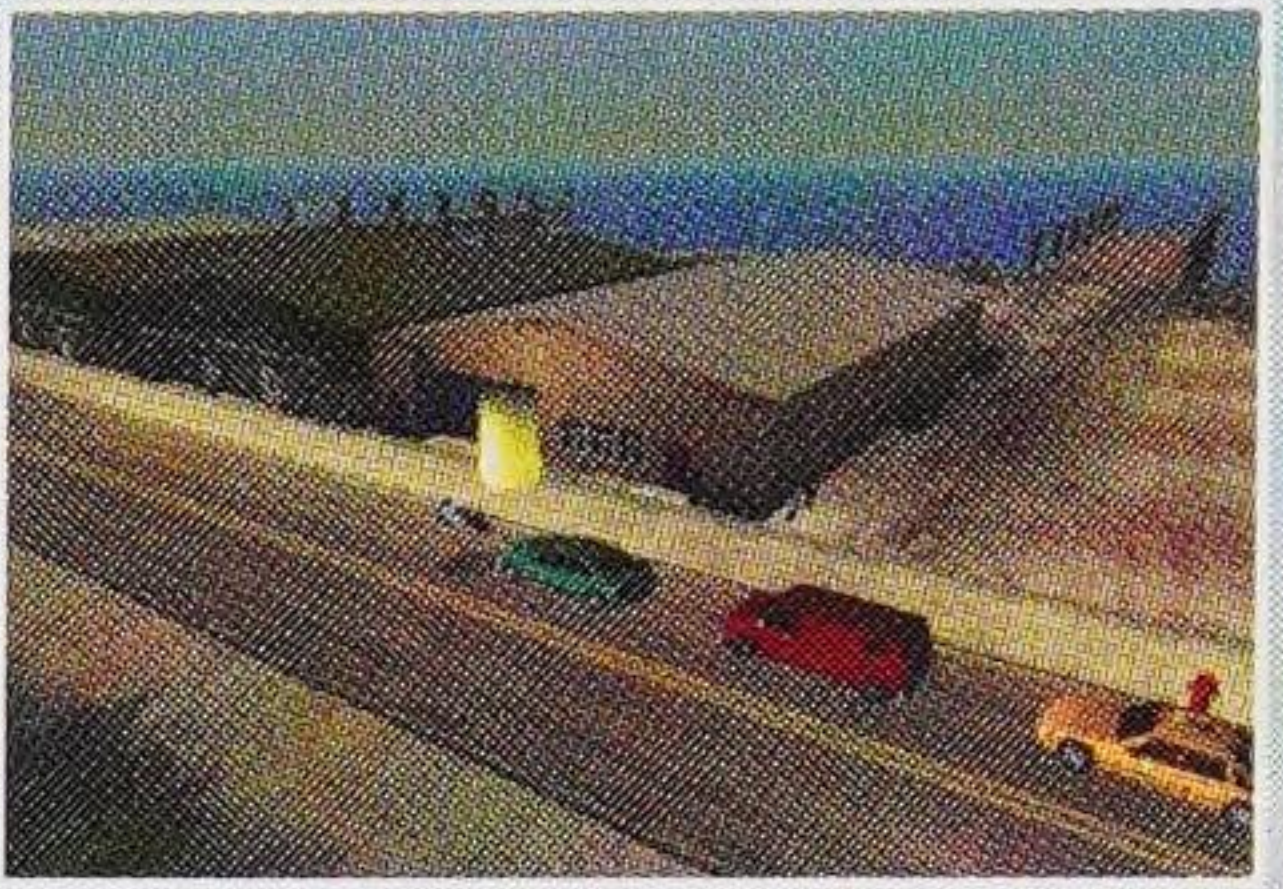
You can change clothes here at any time.

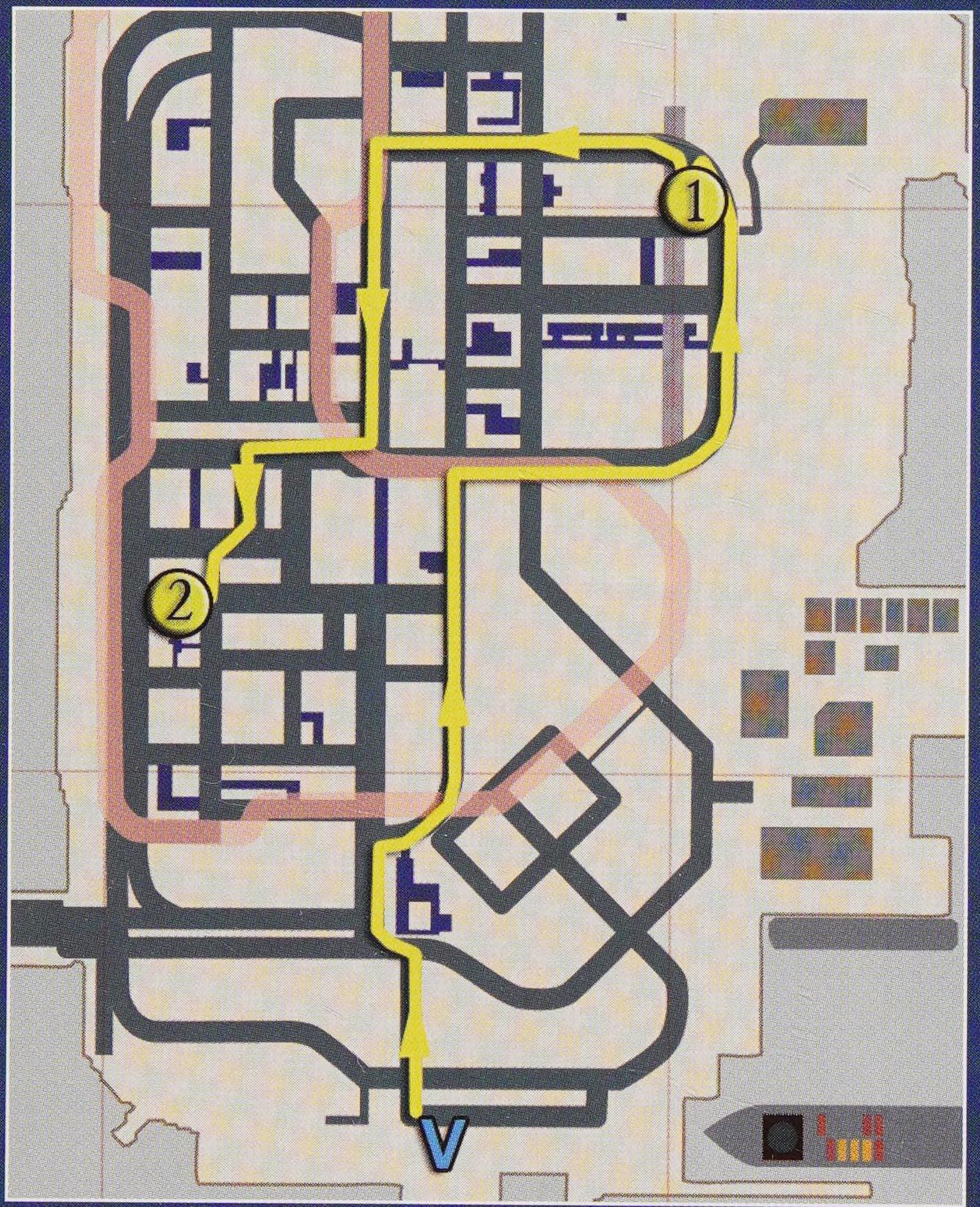
GET BACK INTO THE CAR AND TAKE VINCENZO TO THE ATLANTIC QUAYS.

Enter the vehicle and head toward the yellow blip on the radar to the Atlantic Quays. Drive cautiously; if the car blows up and kills Vincenzo, you've failed the mission. Stop the vehicle in the large yellow marker in front of the Atlantic Quays warehouse. Lucky reminds you that he's paying your bills and that you're working for him. He wants to see you real soon. This opens the Vincenzo Cilli strand and completes the first mission. You've earned $100. It's a start.

RE-FAMILIARIZE AND WEAPONIZE.

Now is a good time to cruise around Portland to get familiar with the roads and key locations again. Take this opportunity to locate and acquire some submachine guns and the AK-47. Reference our weapon maps for details. It's helpful to start each mission with some extra guns in your arsenal.



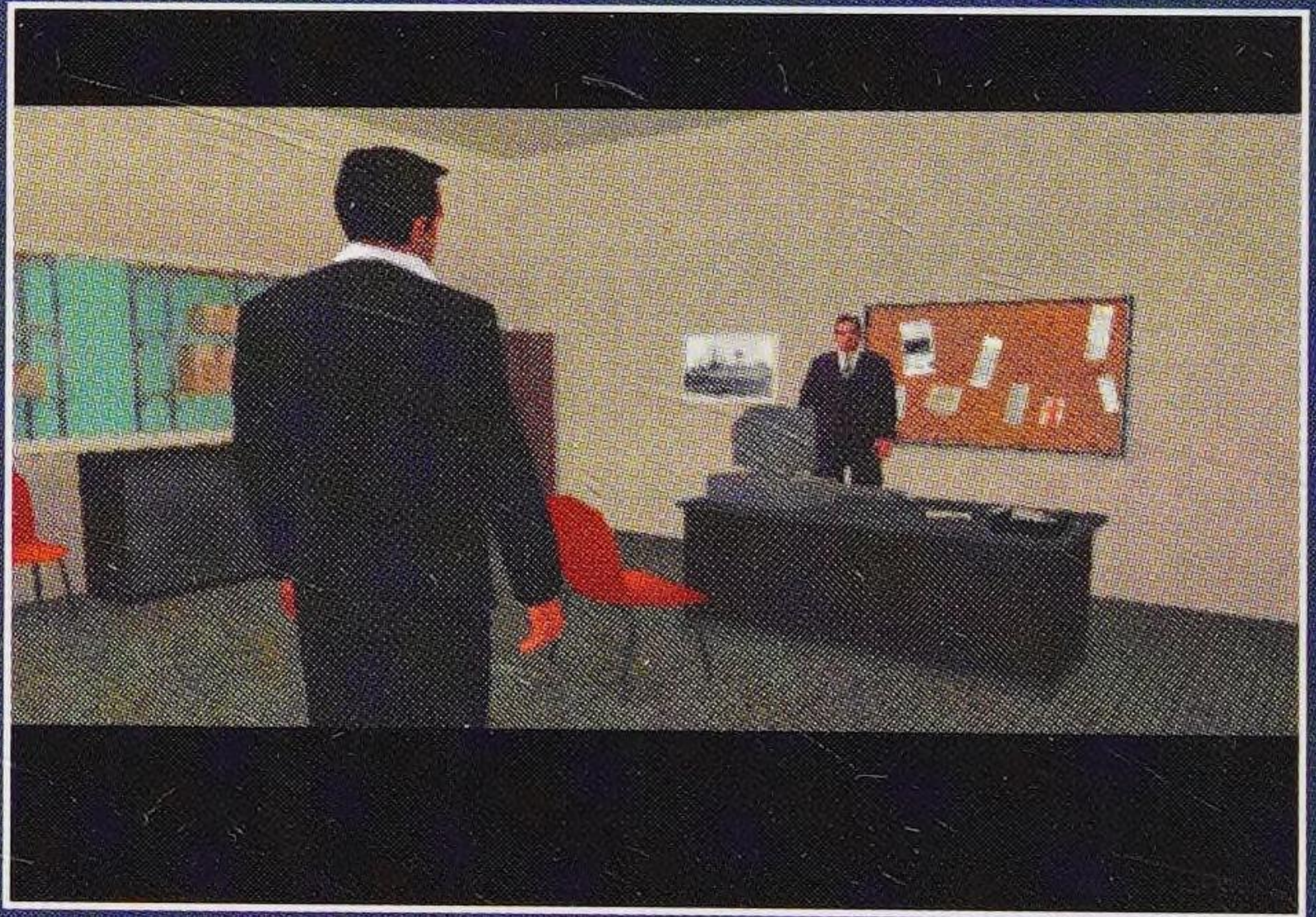


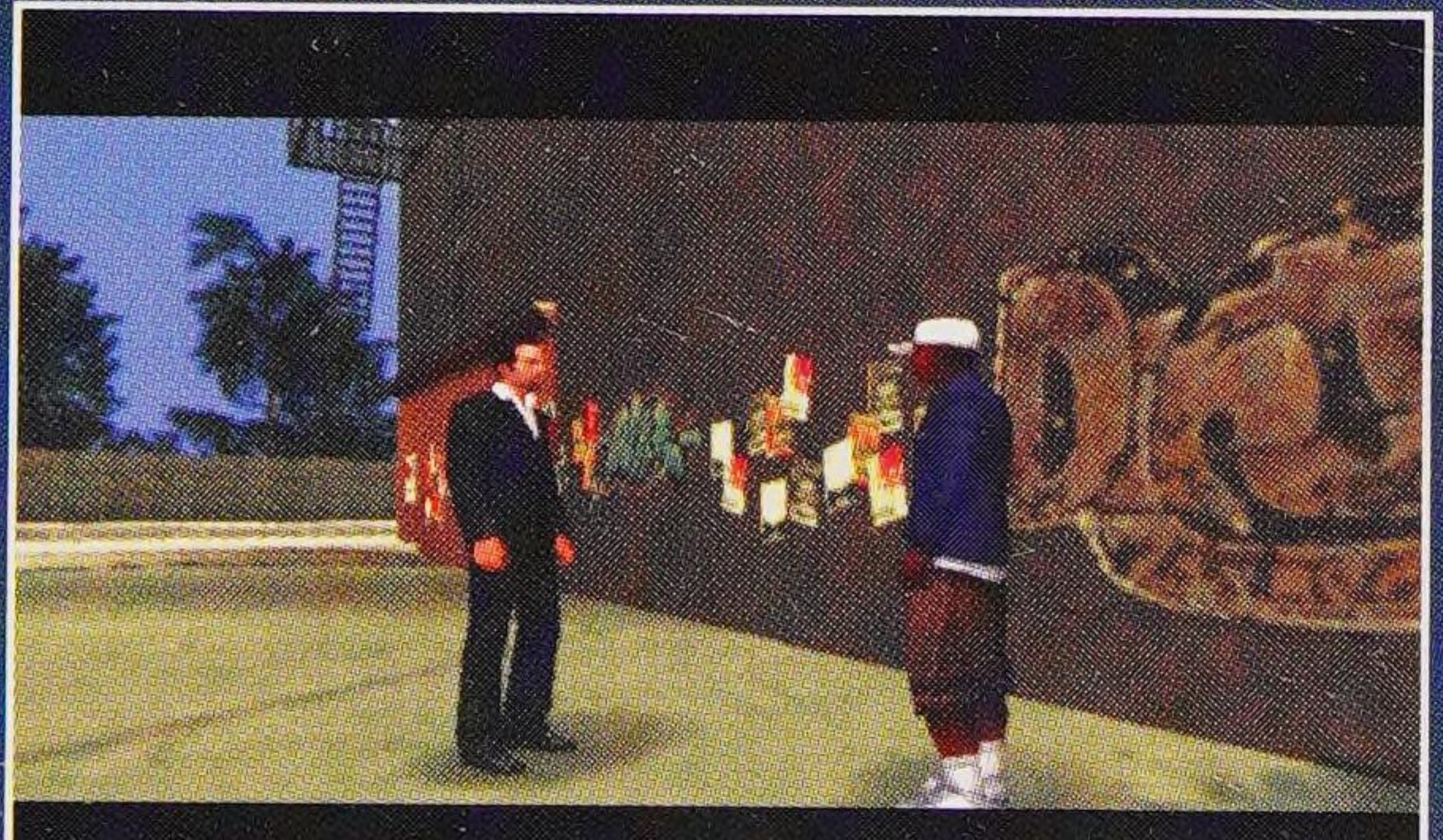
SLACKER

REWARD: $100

UNLOCKS: Dealing Revenge

VINCENZO'S screaming about his lazy drug dealers and the lack of action in Chinatown. He wants you to get down there and motivate them—get 'em back to work.



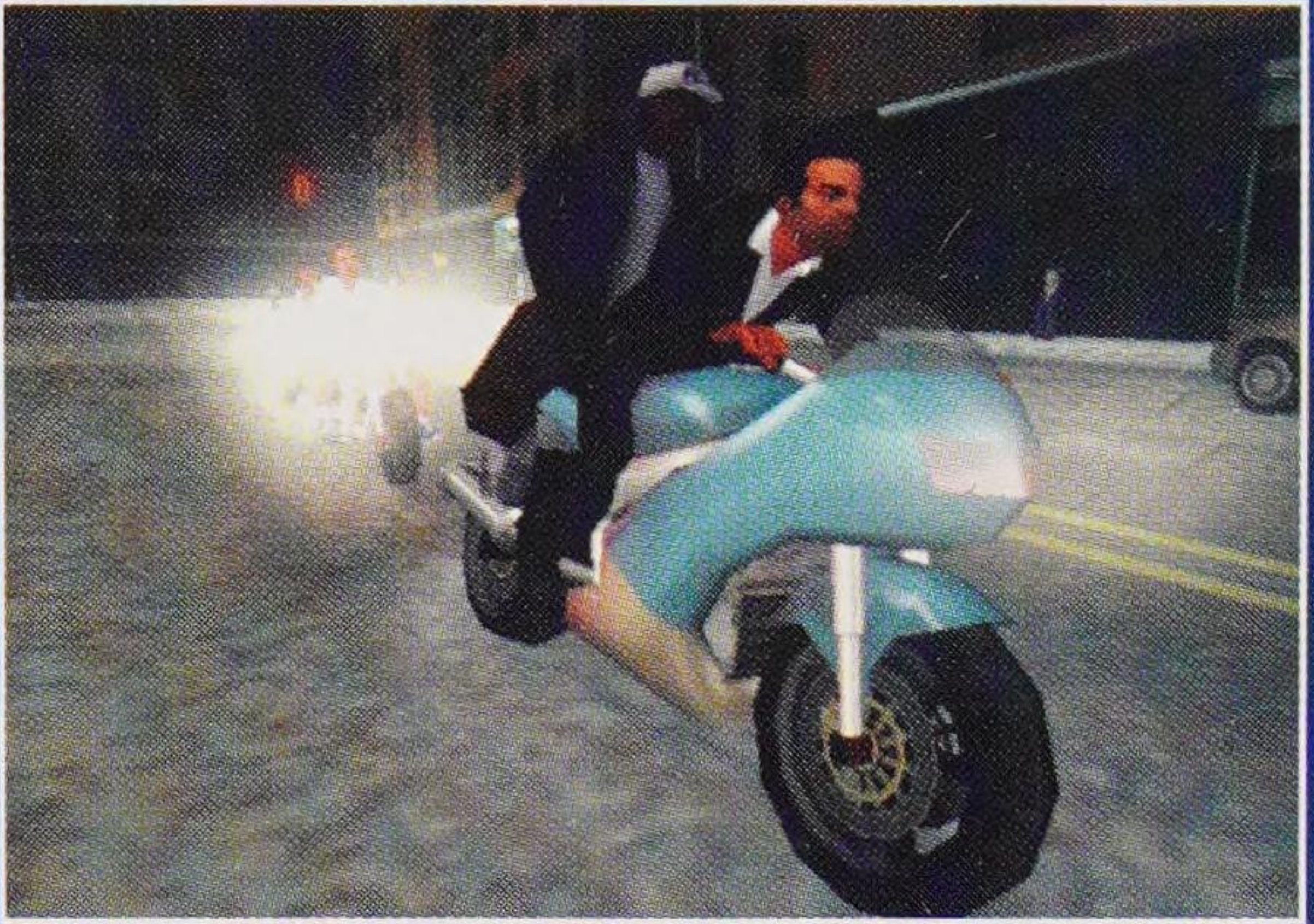


PICK UP VINCENZO'S DEALER FROM SAINT MARK'S DISTRICT.

You can usually find a Sanchez (dirtbike) and a Kuruma just outside Vincenzo's office **(V)**, parked alongside the building. Take one of these vehicles to the yellow blip on the radar to the bistro in Saint Mark's **(1)**. Pull into the parking area and stop in the yellow marker. A cinematic shows Toni convincing the drug dealer to get to work.

TAKE THE DEALER TO WORK.

Get back in your vehicle or take the Freeway (motorcycle) in the parking lot for a spin. Make sure the drug dealer rides with you before you tear off. Follow the yellow blip on the radar to Chinatown. As you get closer, the drug dealer informs you that the Sindaccos are moving in on Leone's territory and that he's a dead man if he returns. Pull into the large yellow marker in Chinatown in front of the seafood market **(2)**. The mission is complete when the deal is made.



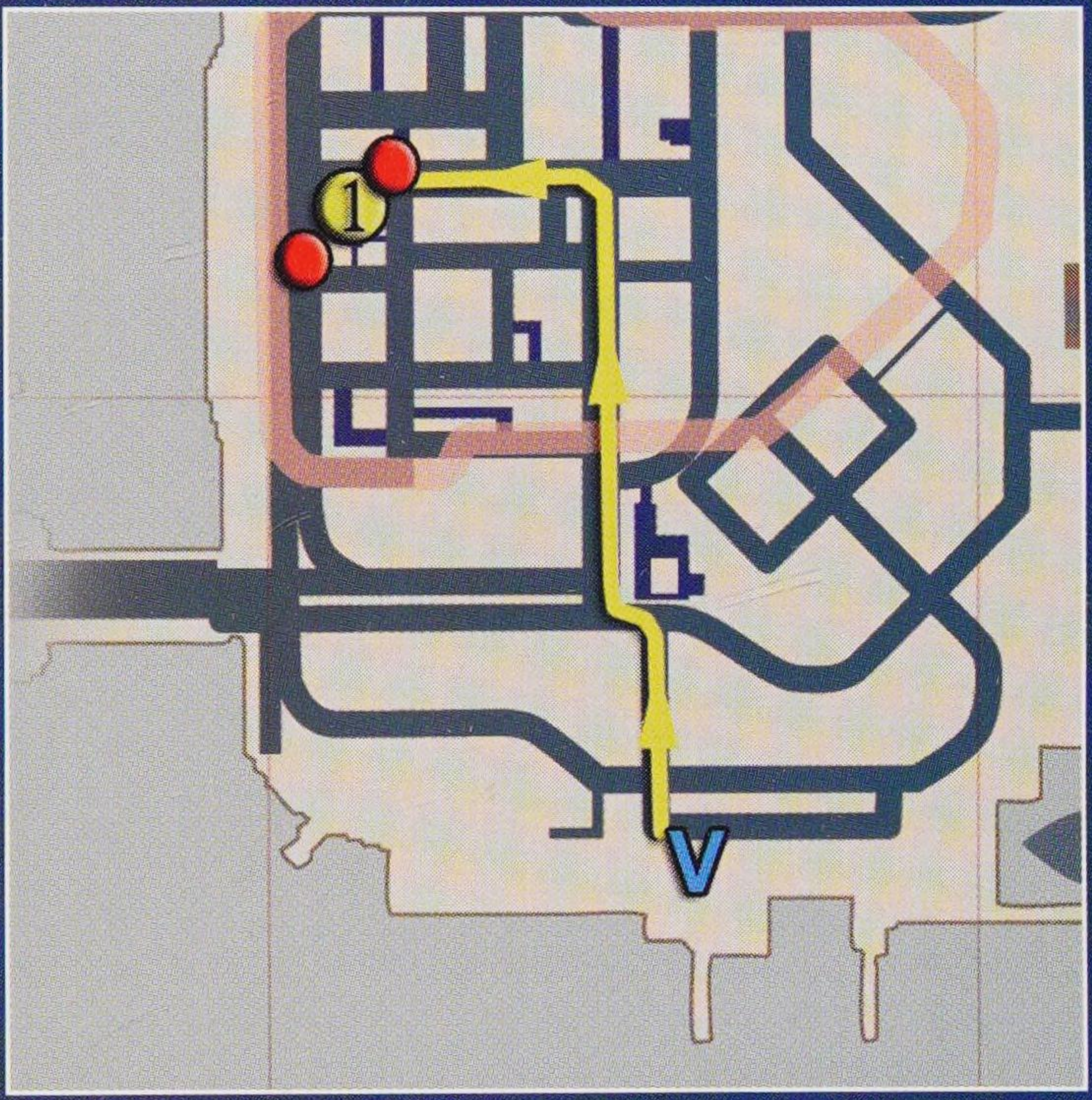
DEALING REVENGE

REWARD: $500

UNLOCKS: Snuff

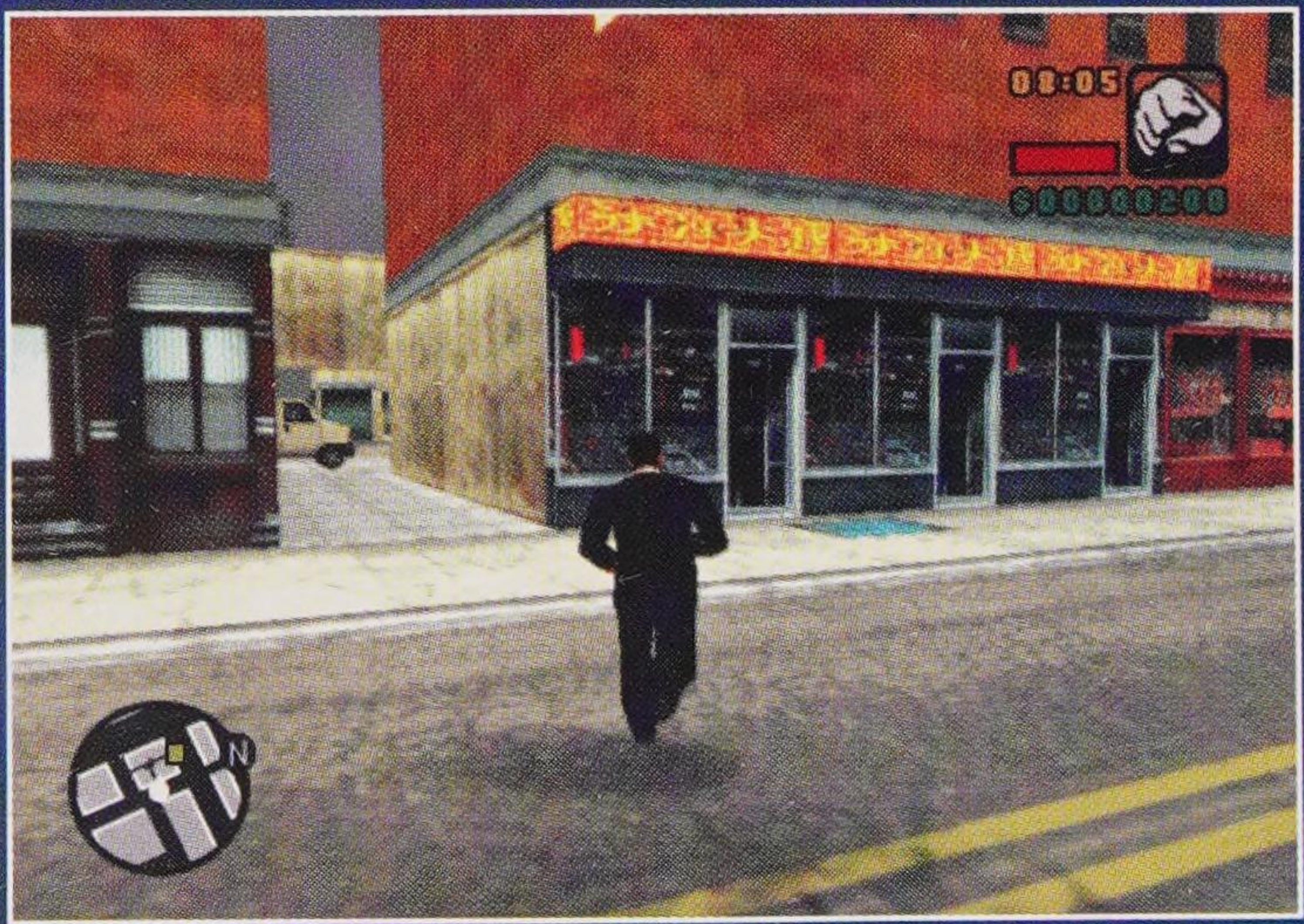
OTHER UNLOCKABLES: Car Salesman (pastime)

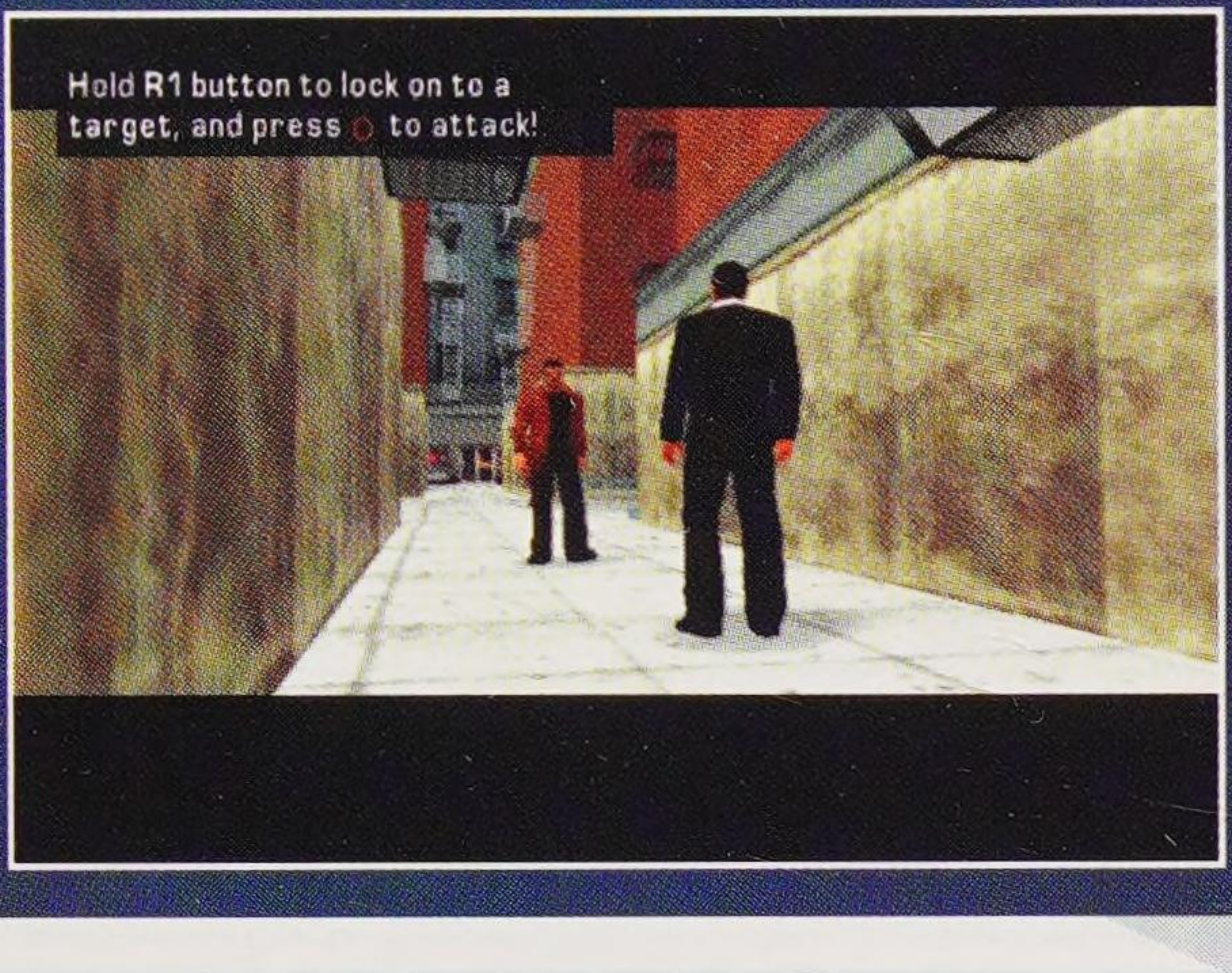
VINCENZO'S in the bathroom complaining about his bowels and drug dealers. The drug dealer you coerced is still not working. He's dead. A Sindacco dealer whacked him on Leone turf. Vincenzo wants you to get down there and straighten things out.



HEAD OVER TO CHINATOWN

If you followed our advice and found a sub-machine gun or any weapon, you'll be ahead of the game in this mission. If you have yet to acquire a weapon, follow our Weapons Map (in the back of this guide) and get one now. Get a vehicle and follow the yellow blip on the radar to the same seafood market in Chinatown where you dropped off the drug dealer in the last mission **(1)**. Stop in the yellow marker and a cinematic begins.





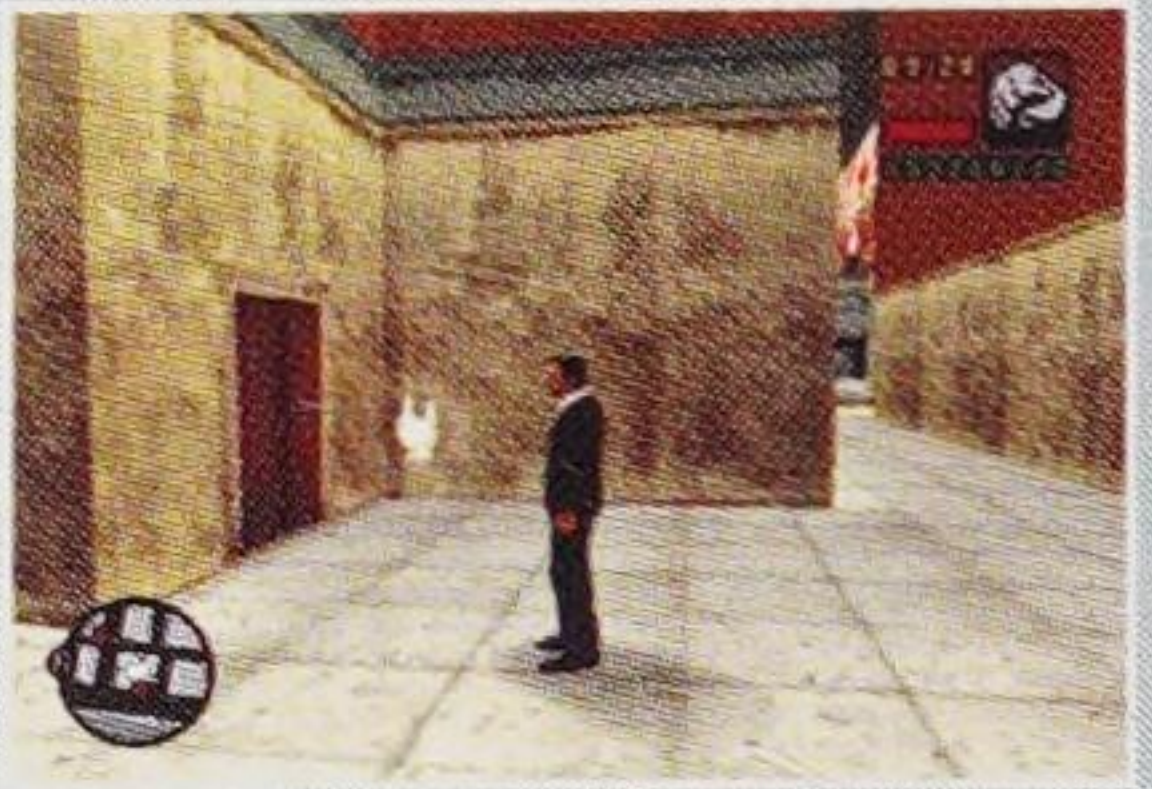
Hold R1 button to lock on to a target, and press ○ to attack!

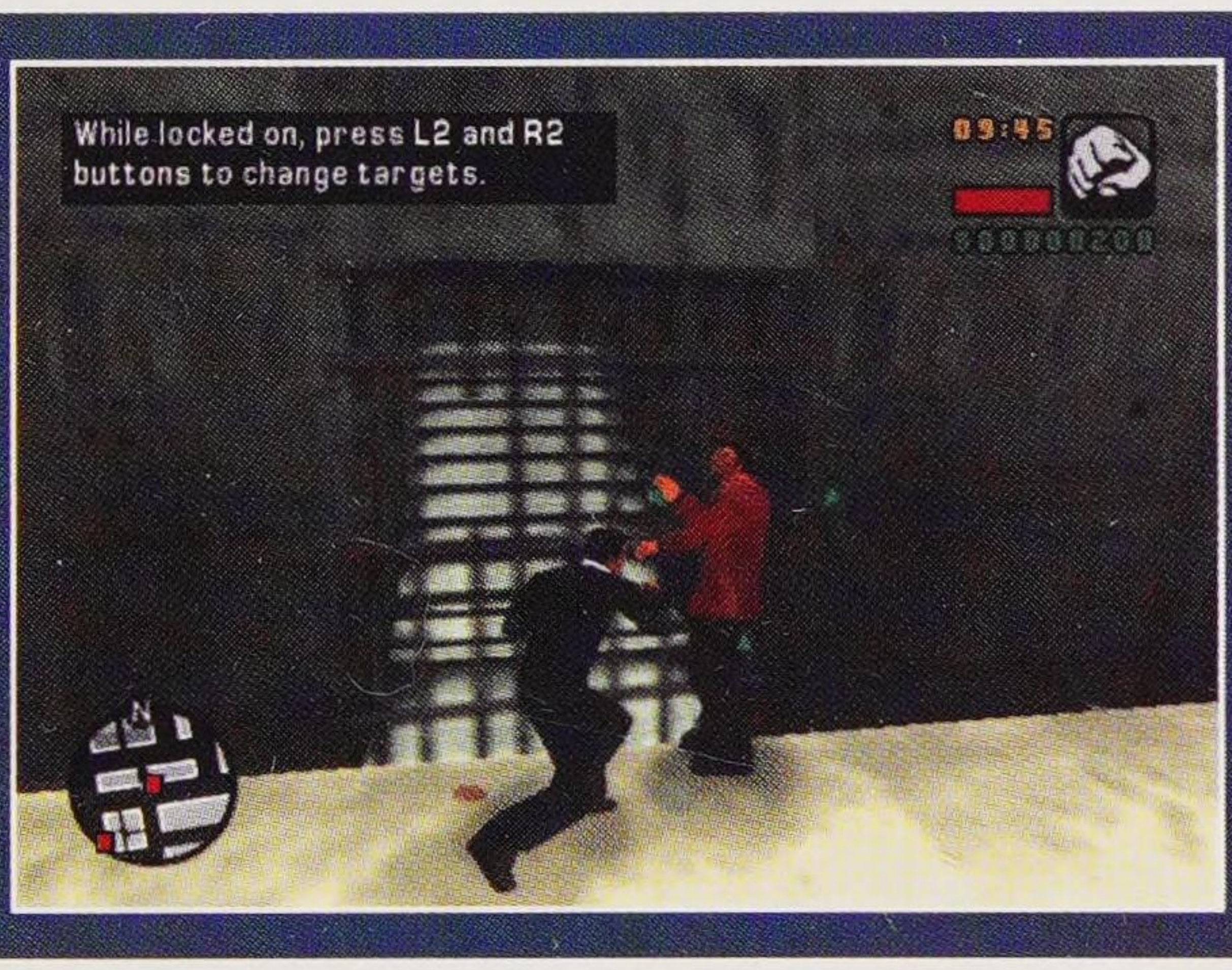
TAKE OUT THE DEALER

After the cinematic, you're approached by a Sindacco thug in the alley. Press R1 (PSP: press the R button) to target lock onto the thug and press ◉ to punch him. You can also whip out a weapon and fill the Sindacco full of lead. Choose your tactic and finish the thug to get a new objective.

HIDDEN PACKAGE

Since you are right there, turn and find Hidden Package #27 in the corner of the open area in the middle of the alley (see our *Liberty City* Maps section in the back of this guide for exact location).





While locked on, press L2 and R2 buttons to change targets.

SINDACCOS ARE DEALING ALL OVER CHINATOWN. TEACH THEM A LESSON THEY WON'T FORGET.

Two red blips appear on the map; these are your Sindacco targets. Exit the alley and shoot the Sindacco across the street. Your target has a red arrow over his head. Make sure to pick up the loads of cash he leaves behind.

POLICE BRIBE

If your shooting raises the attention of the cops, run through the Police Bribe on the ramp between buildings nearby (see our Police Bribes map in the back of this guide for exact location).

Find the last Sindacco target on the sidewalk facing the river. Mow him down to complete the mission and collect $500.

CAPITAL AUTOS

Capital Autos in Harwood is looking for some new salesmen. If you're interested in making some extra money with this venture right now, then check out our coverage of this in the Portland Pastimes section of this guide.

SNUFF

REWARD: $500

UNLOCKS: Smash and Grab

OTHER UNLOCKABLES: JD O'Toole's mission strand

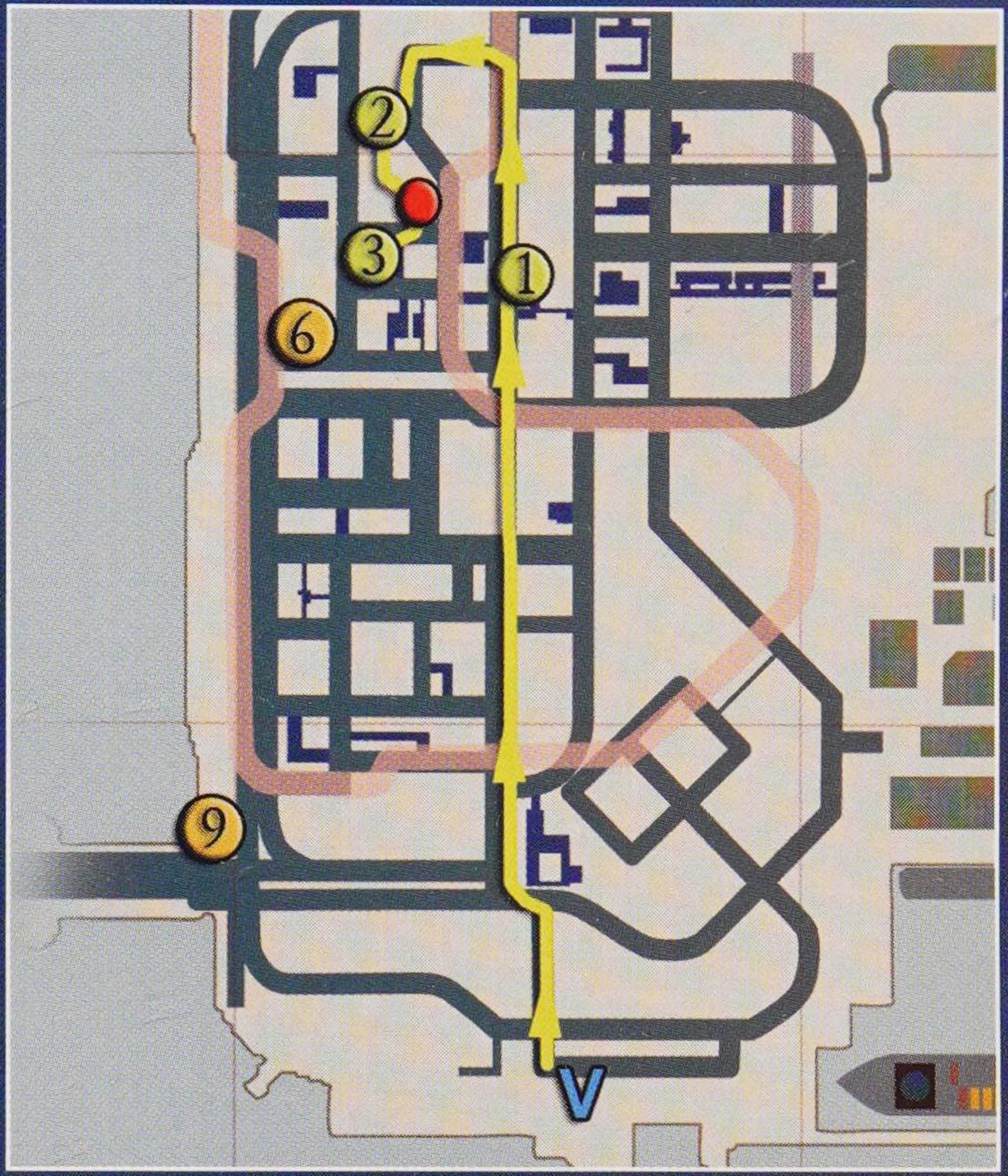
A SINDACCO heavy is leaning on local club owner JD, who's currently a Sindacco but wants to become a Leone. If he's allowed to switch sides, he can be Leone's spy on the inside.

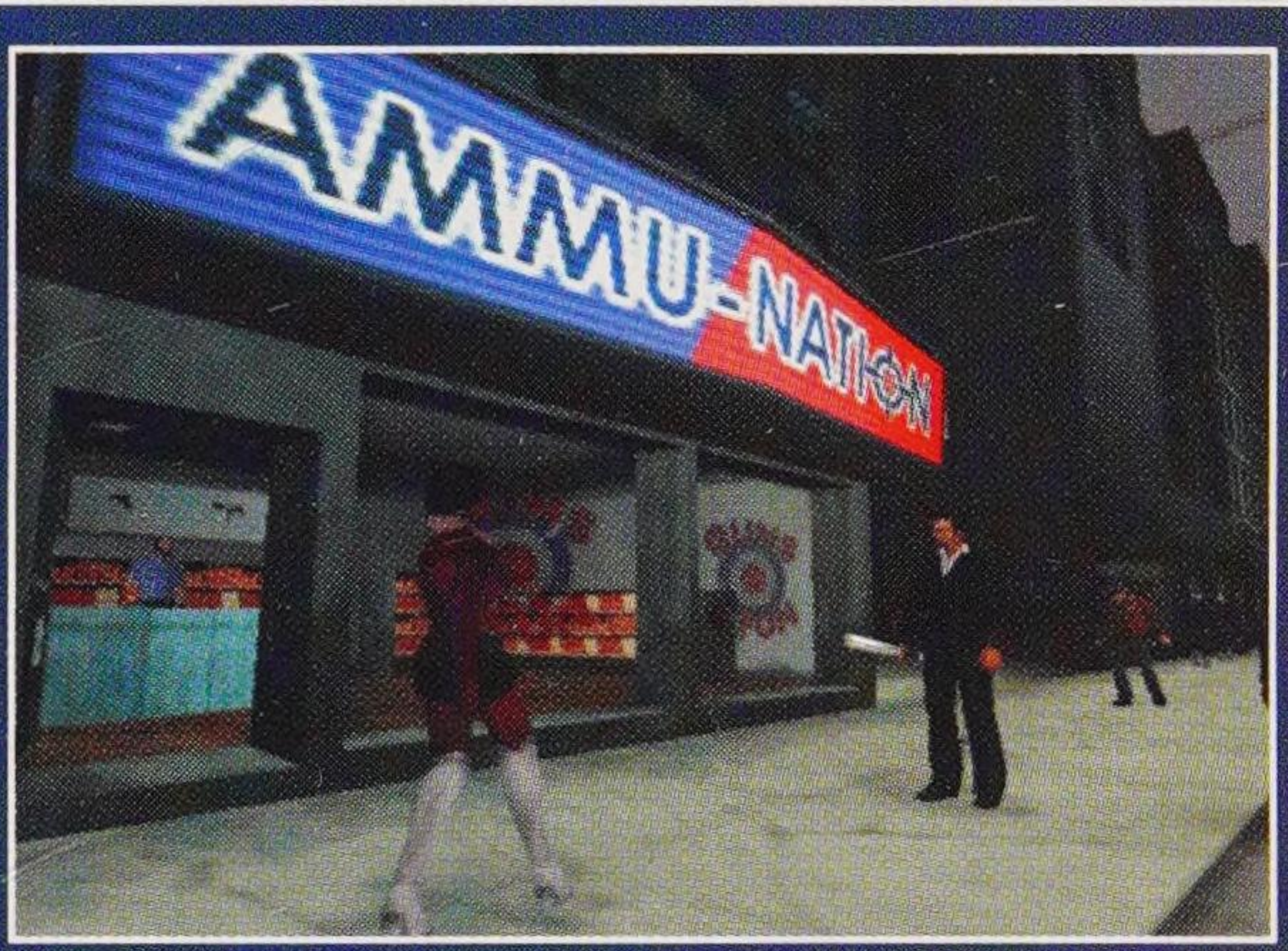
VISIT THE LOCAL AMMU-NATION TO GET A GUN.

Steal a vehicle, follow the Gun icon on the map, and drive into the yellow marker outside the Ammu-Nation **(1)** in the Red Light District. Enter the weapon shop and step into the yellow marker to see the inventory. Scroll left and right through the weapon selection and confirm your choice by pressing ⊗. Currently, they only carry Pistols and Micro SMGs—the latter of which is out of stock. Purchase the Pistol or just exit if you have adequate firearms. Do not aim your weapon at the clerk or he'll shoot until you're dead or manage to escape the store.

HEAD FOR THE CONSTRUCTION SITE.

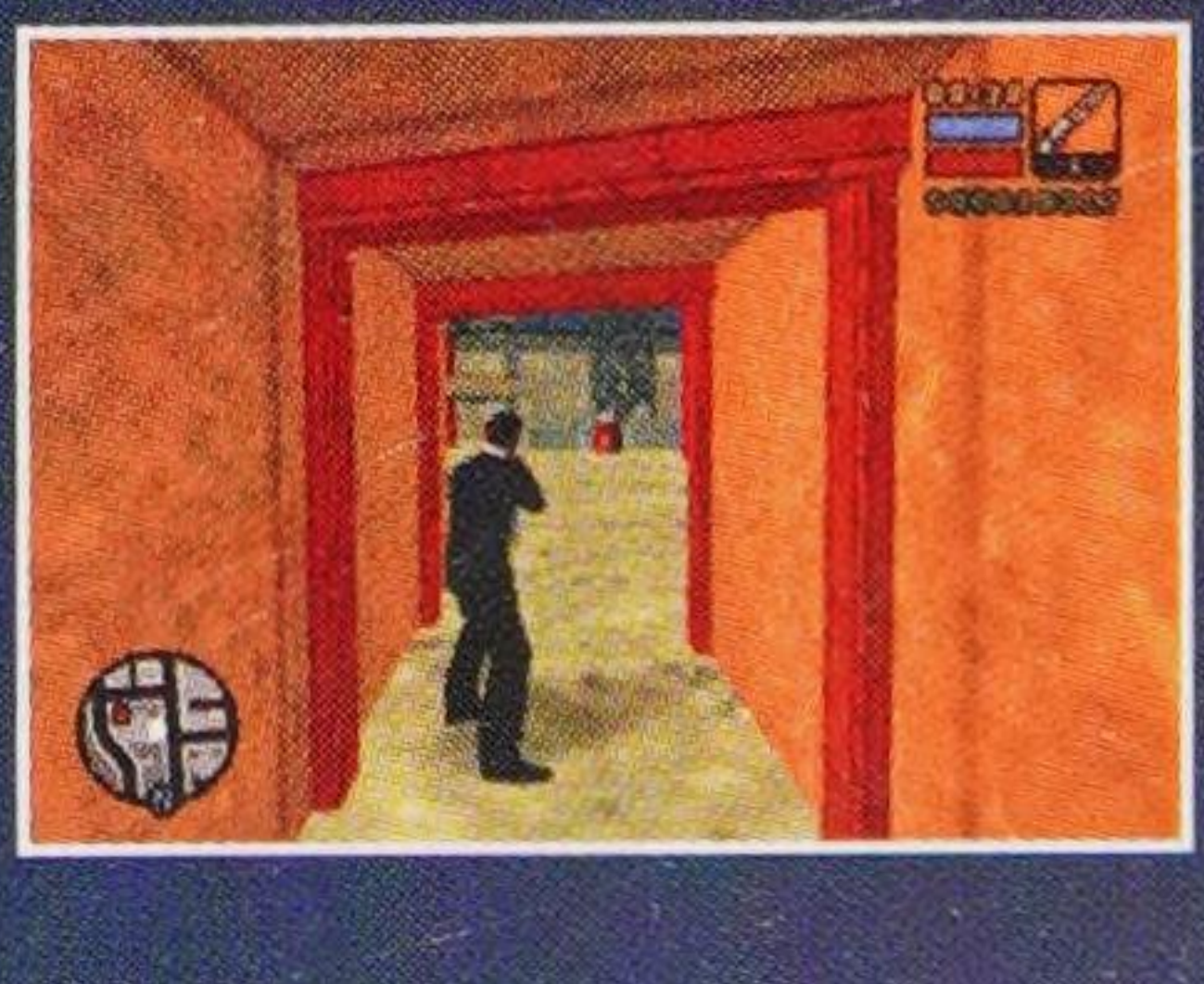
We strongly suggest you find a submachine gun using our weapons map before heading to the construction site; the Pistol may not be enough firepower for you. The Uzi or AK-47 are relatively nearby (#9 and #6, respectively, on our map). Drive to Hepburn Heights and into the construction area, then stop in the yellow marker **(2)**.





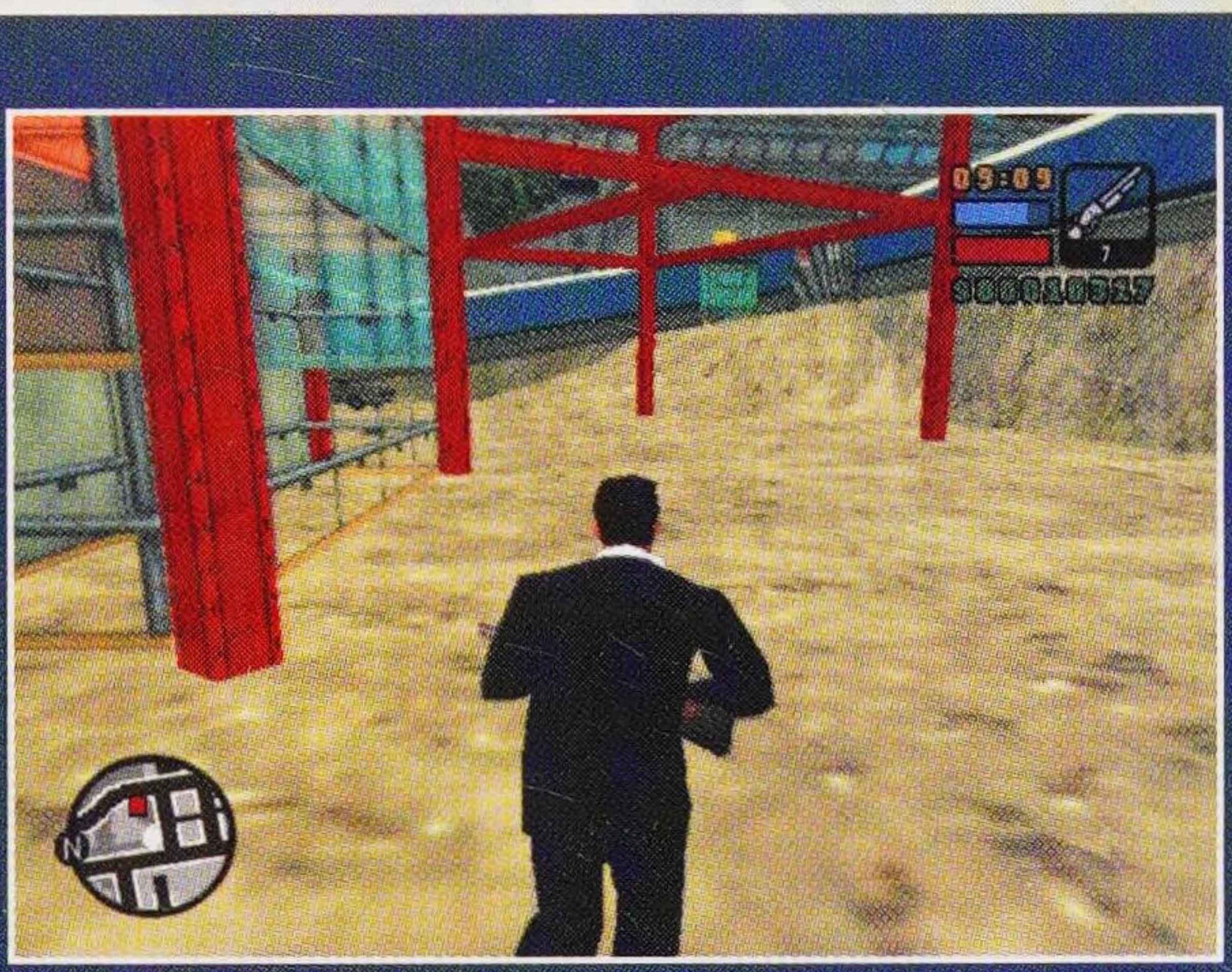
FIRING BASICS

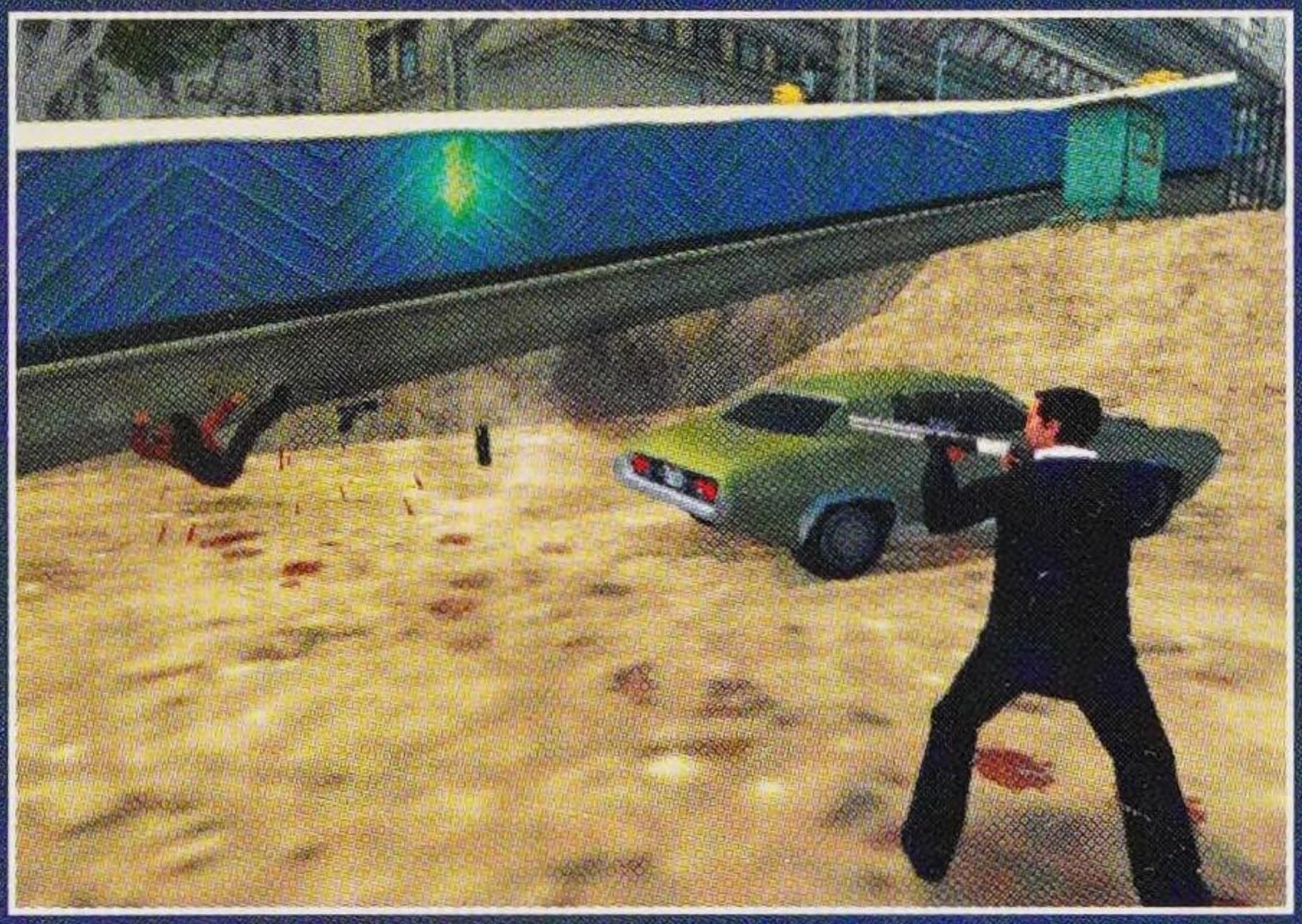
Hold R1 (PSP: hold the R button) to target and ◎ to fire. While targeting, press the L3 button (PSP: press Down) to enter free aim and use the Left Analog Stick (PSP: Analog Stick) to adjust your aim. Press and hold the L1 button (PSP: L button) while in free aim to slow the targeting reticle.

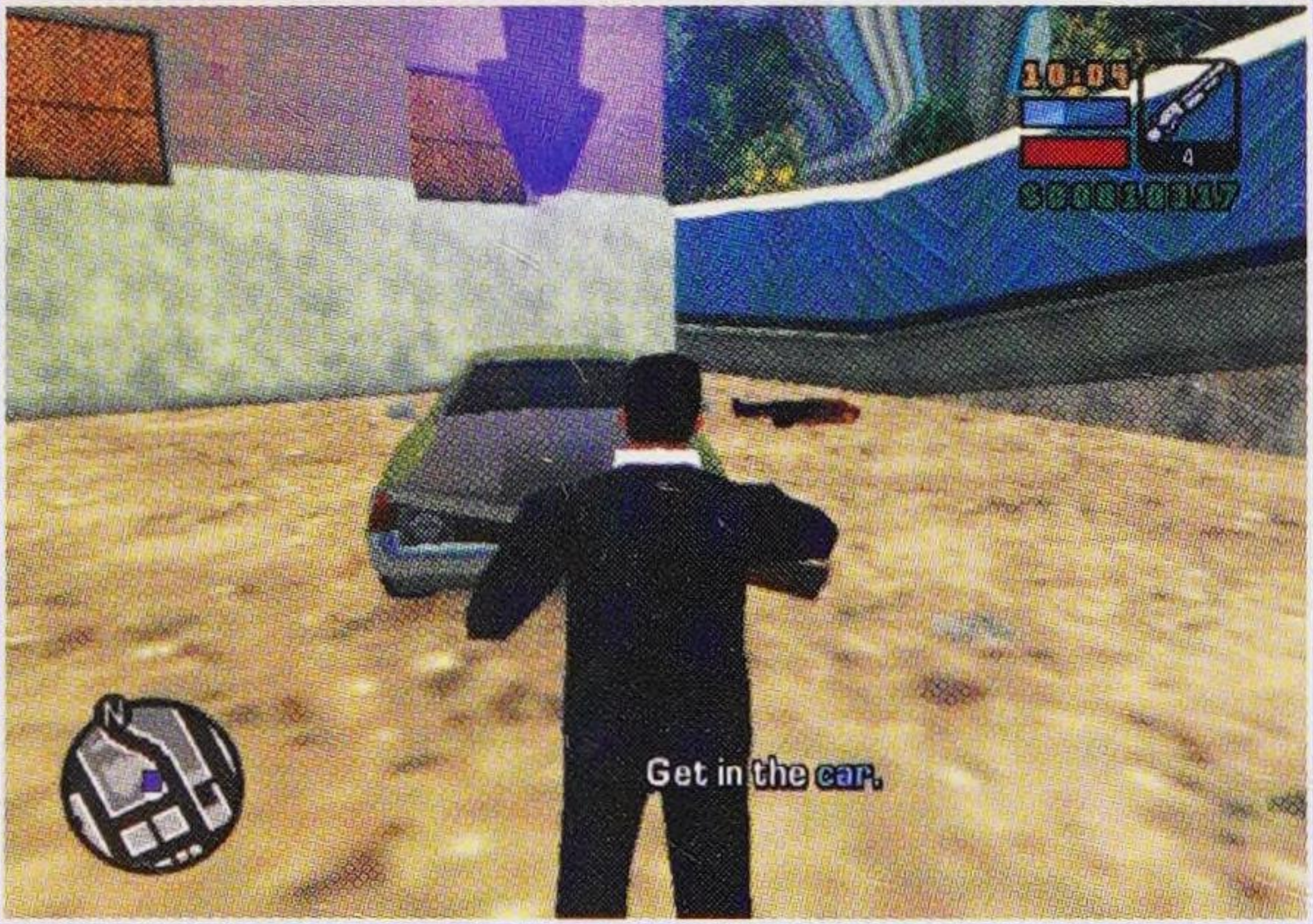


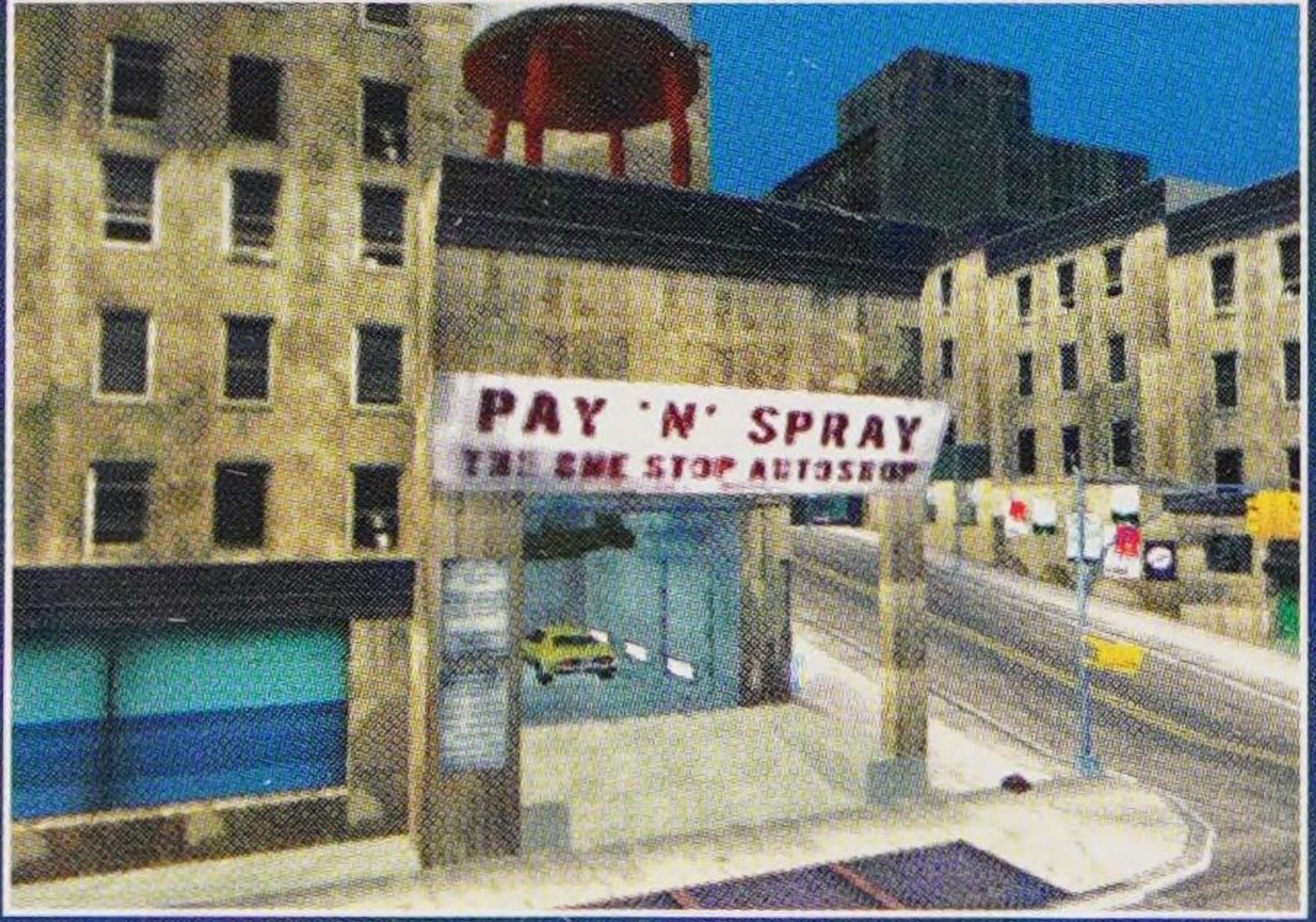
TOYZ VAN: THRASHIN' RC PASTIME

Notice the Toyz Van in the construction site. Enter the vehicle when not in a mission to play the pastime, *Thrashin' RC*. For complete coverage of this fun diversion, check out the Portland Pastimes section of this guide.









THE SINDACCO HEAVY IS AT THE REAR OF THE CONSTRUCTION SITE. KILL HIM!

As you enter the construction site on foot, take aim and begin shooting the guards at long-range near the building's doorway. Shoot as they approach you, then enter the back of the site through the same doorway. Either spray bullets at the next two Sindaccos or use free aim and shoot the fuel barrels behind them to let the explosions do the job.

Continue around to the left (east) and you'll discover a vehicle with a red arrow over it (the red dot on our mission map). Your primary Sindacco target stands behind this car. Use free aim to shoot him, but do not destroy the vehicle. When your mark is dead, he drops a Pistol and a Cell Phone.

TAKE THE CELL PHONE AS PROOF THAT YOU'VE DONE THE JOB.

Pick up the Cell Phone. It rings and you answer it automatically. In the future, you'll have to press L1 (PSP: press the L button) to answer calls. JD's on the line. He's filming your every move for a snuff movie. He suggests you take the Sindacco's car for a deposit on the job well done… and he'll take care of the body.

GET IN THE CAR AND DRIVE TO THE PAY 'N' SPRAY.

Hop in the car and exit the construction site. Follow the yellow blip on the radar one block away to the Pay 'n' Spray **(3)**. Enter the yellow marker as you pull into the shop. The charge for a respray is usually $100, but it's free this time. Pay 'n' Sprays are used to repair damaged cars and to eliminate your Wanted Level, regardless of how high it may be. Accomplishing this task completes the mission.

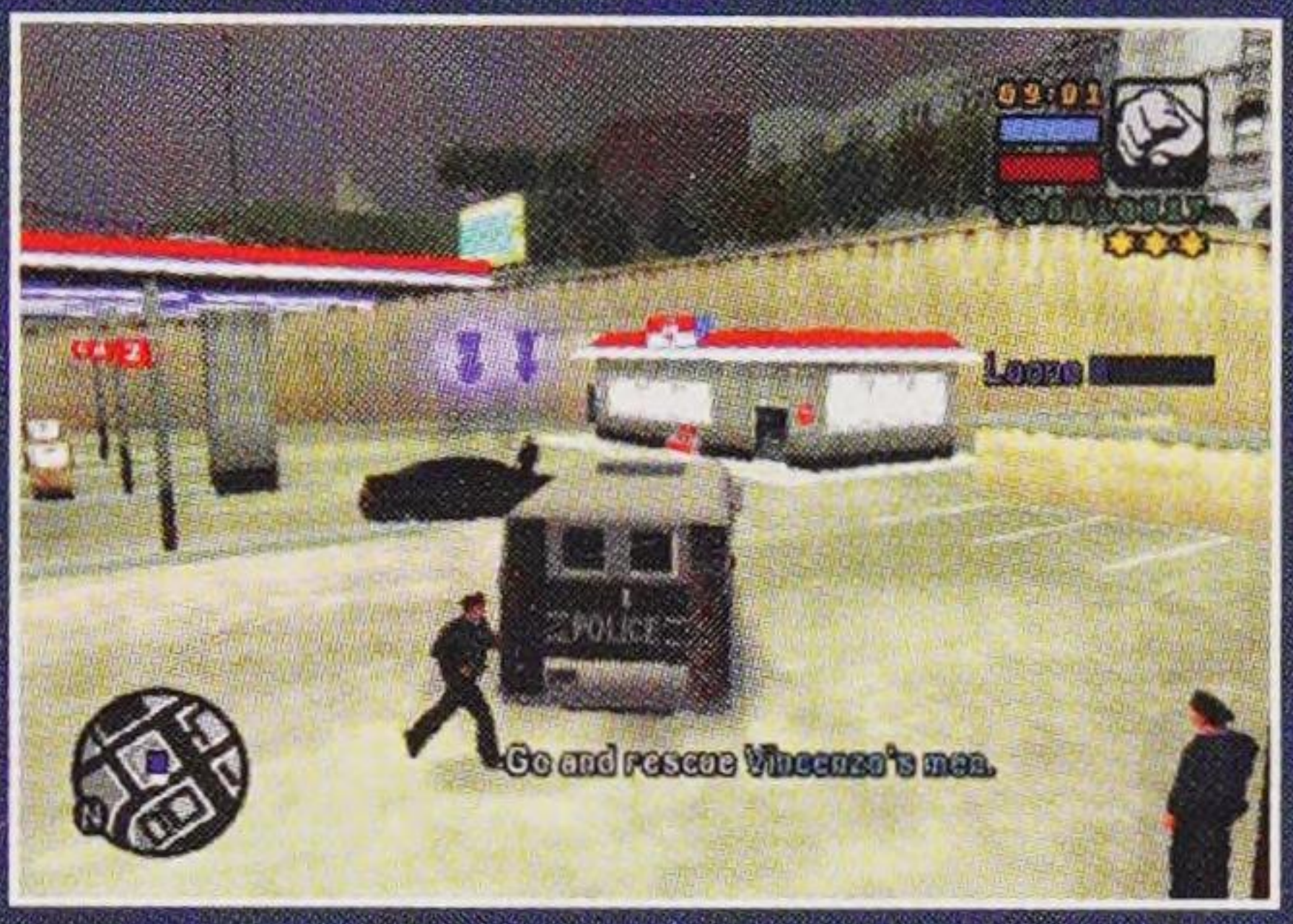
SMASH AND GRAB

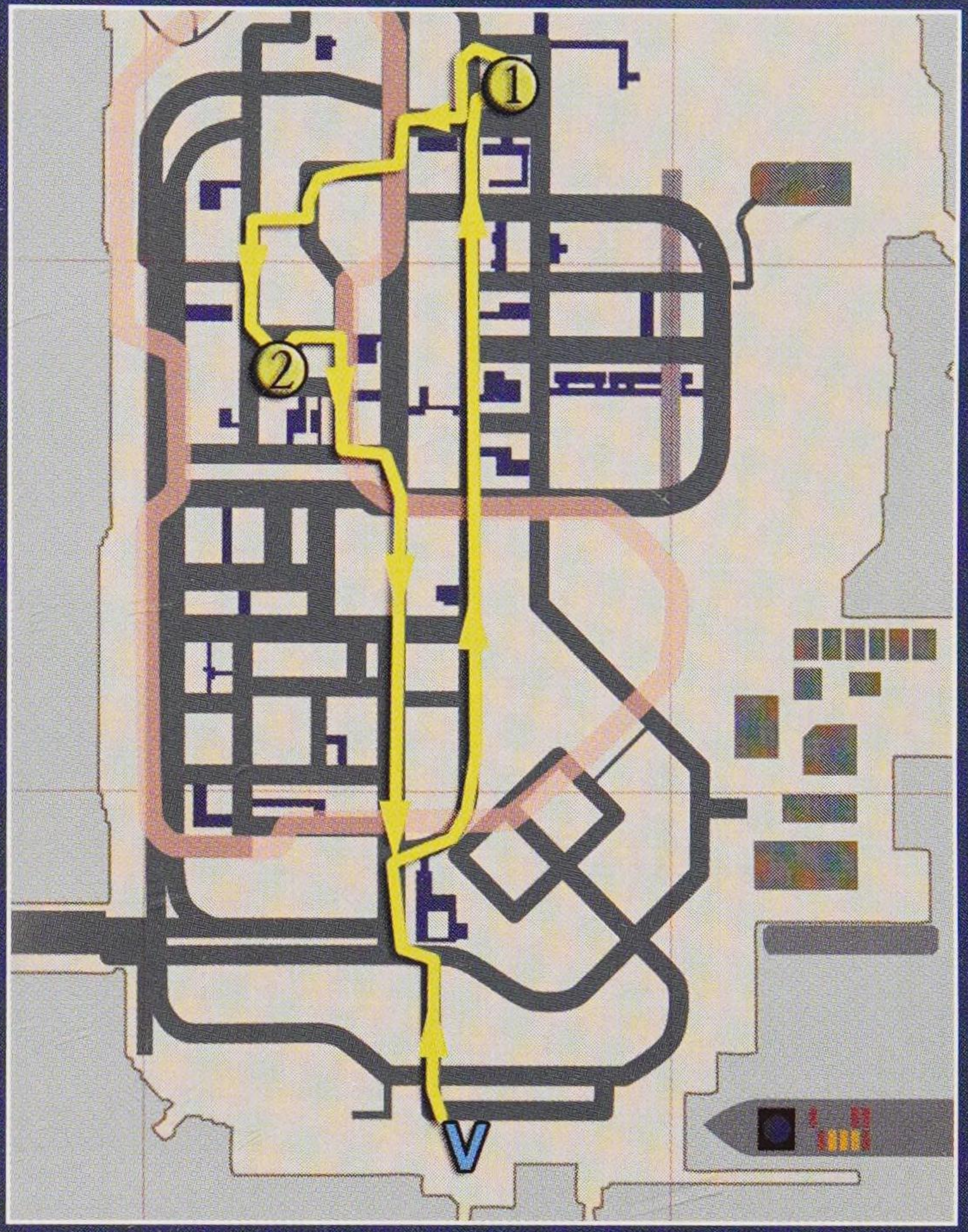
REWARD: $1000

UNLOCKS: Hot Wheels

OTHER UNLOCKABLES: Snappy Dresser (Ma Cipriani mission)

VINCENZO'S men have bungled a simple raid and now they're pinned down by cops at the gas station. Vincenzo wants you to rescue them and bring them back.





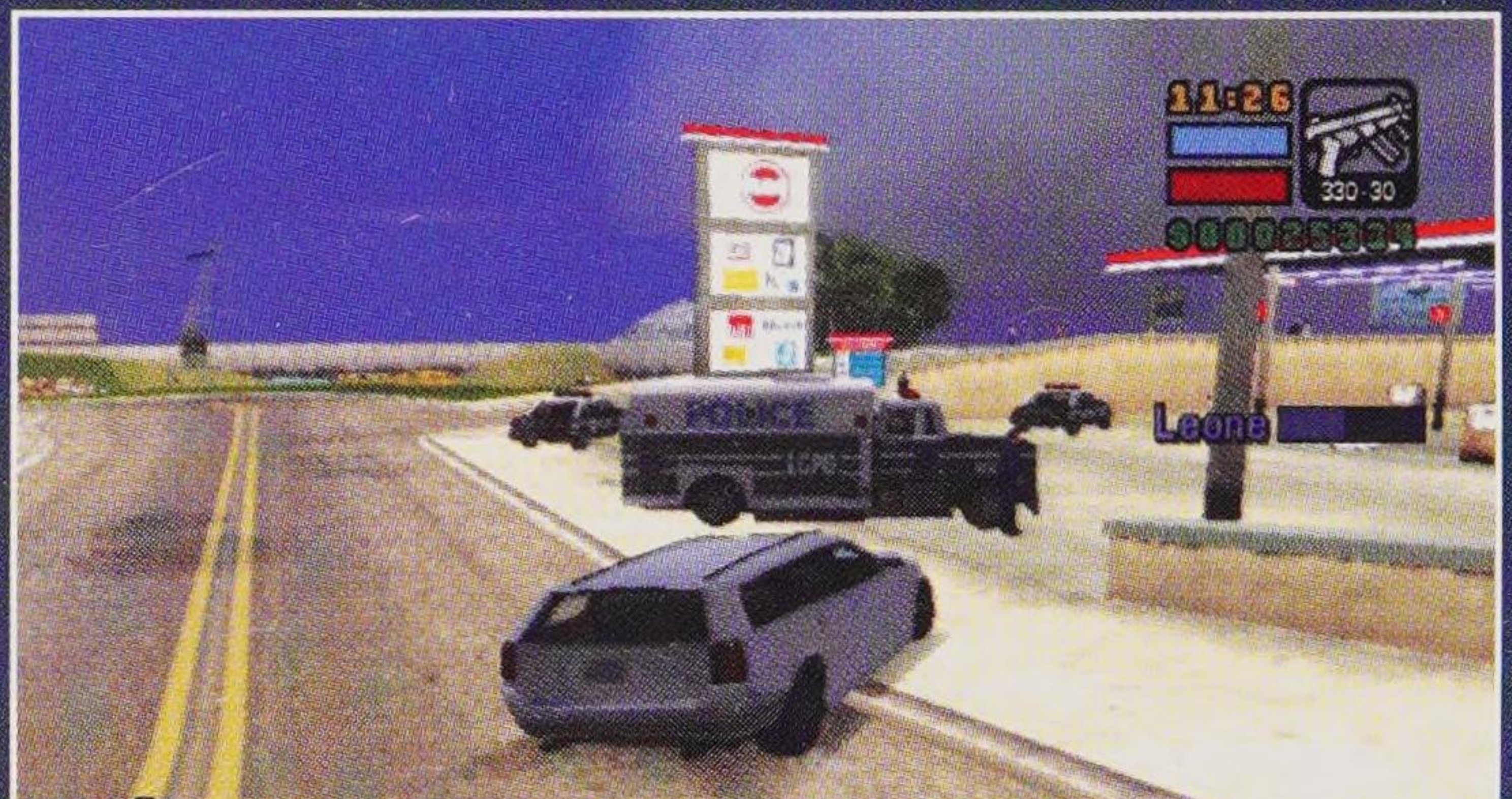
GET A FOUR-SEATER VEHICLE.

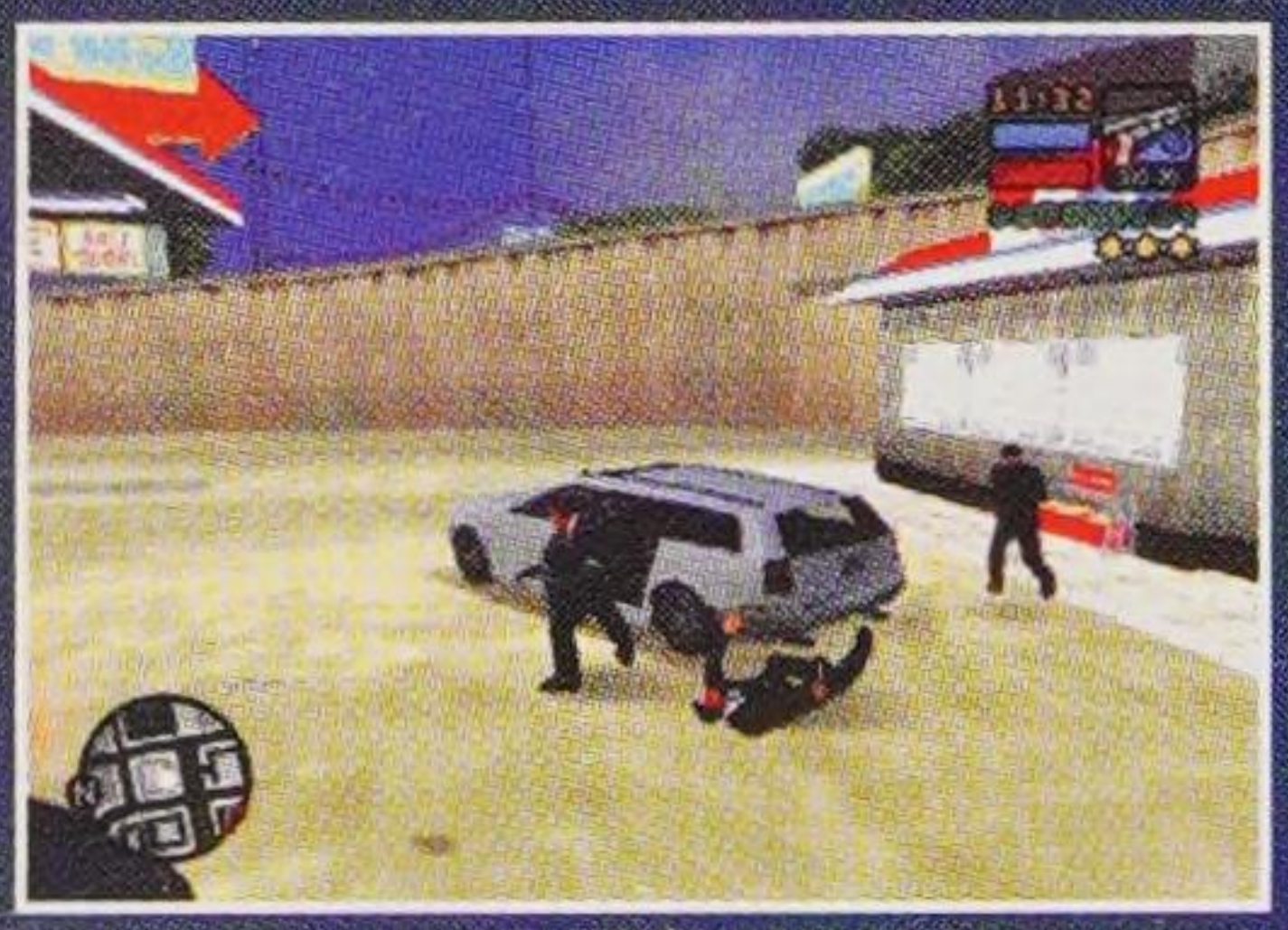
Grab any vehicle you see and drive around a bit until you find a durable 4-seater. Once you're in the right ride, you receive the next objective…

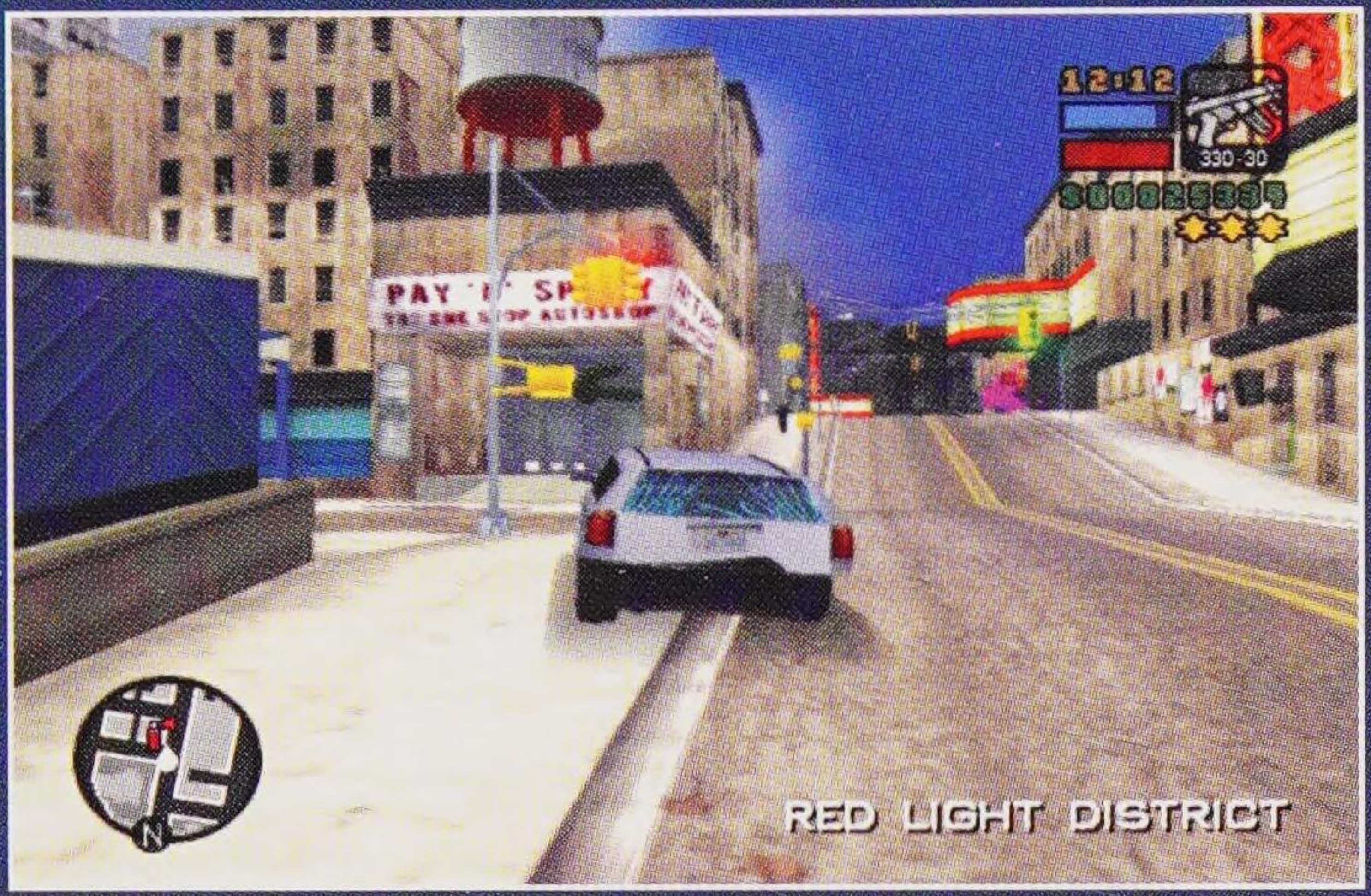
RESCUE VINCENZO'S MEN.

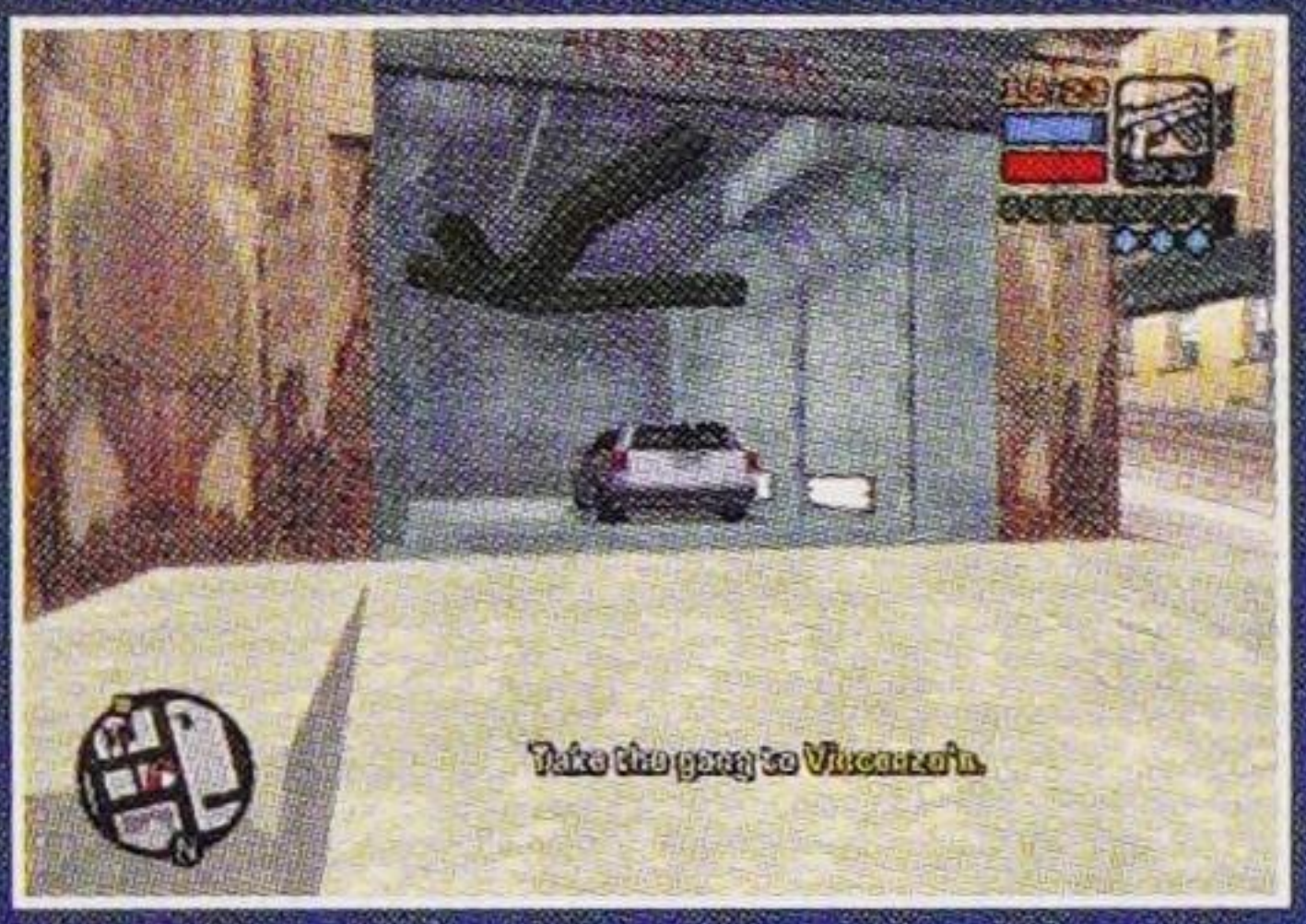
Follow the blue blips on the map to the gas station in Saint Mark's **(1)**. You must be quick about it; a health gauge appears on screen that indicates the condition of the Leone mobsters you must save. Police cars and enforcers surround the gas station and the men you must rescue. Drive into the lot between the enforcer and the short sidewalk wall.

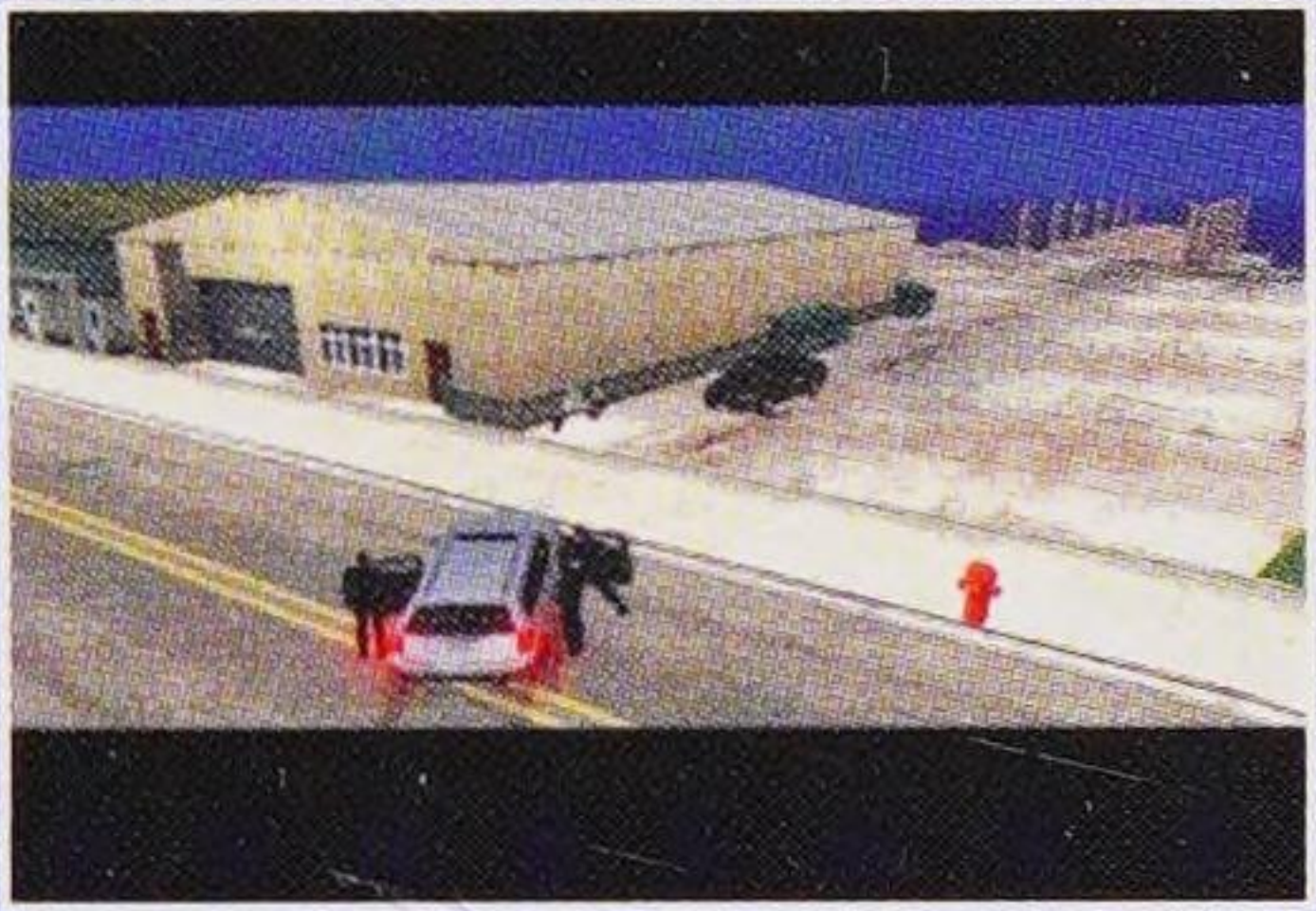
Stay behind the black mobster car without running over anyone in the mob (blue arrows indicate the men you must pick up). Allow all three men to enter your vehicle, then drive around the station and out the nearest exit. If just one of Leone's men dies, the mission is failed.











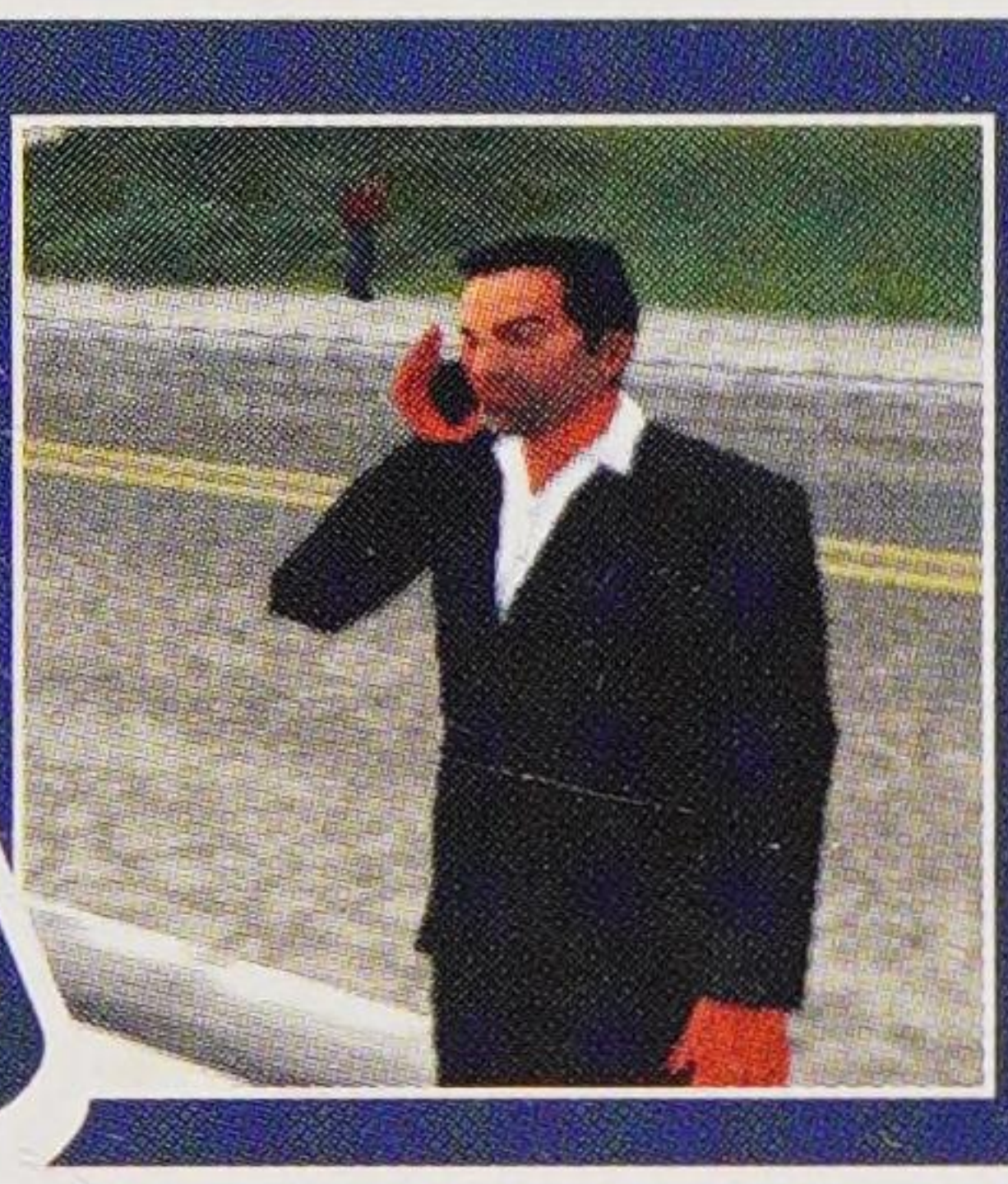
LOSE THE COPS!

You earn a three-star Wanted Level the moment you pick up the men; police cars will eagerly pursue. Drive directly to the Pay 'n' Spray **(2)** to remedy this situation. Exit the gas station, heading left, and then take the next right. Continue to follow this pattern of taking the first left and then cutting right until you've made it through the construction site.

Turn left to find the Pay 'n' Spray on the next street corner on your left. You receive your next objective once the Wanted Level is gone.

TAKE THE GANG TO VINCENZO'S.

Now simply drive the men back to Vincenzo's in Portland Harbor, following the yellow blip on the radar. Drive into the yellow marker near the warehouse and collect $1000 for a job well done.



PHONE CALL FROM MA

It's your Ma! She wants to know how long you've been back in town and why you don't come see her? This opens the Ma Cipriani mission strand.

HOT WHEELS

REWARD: $93

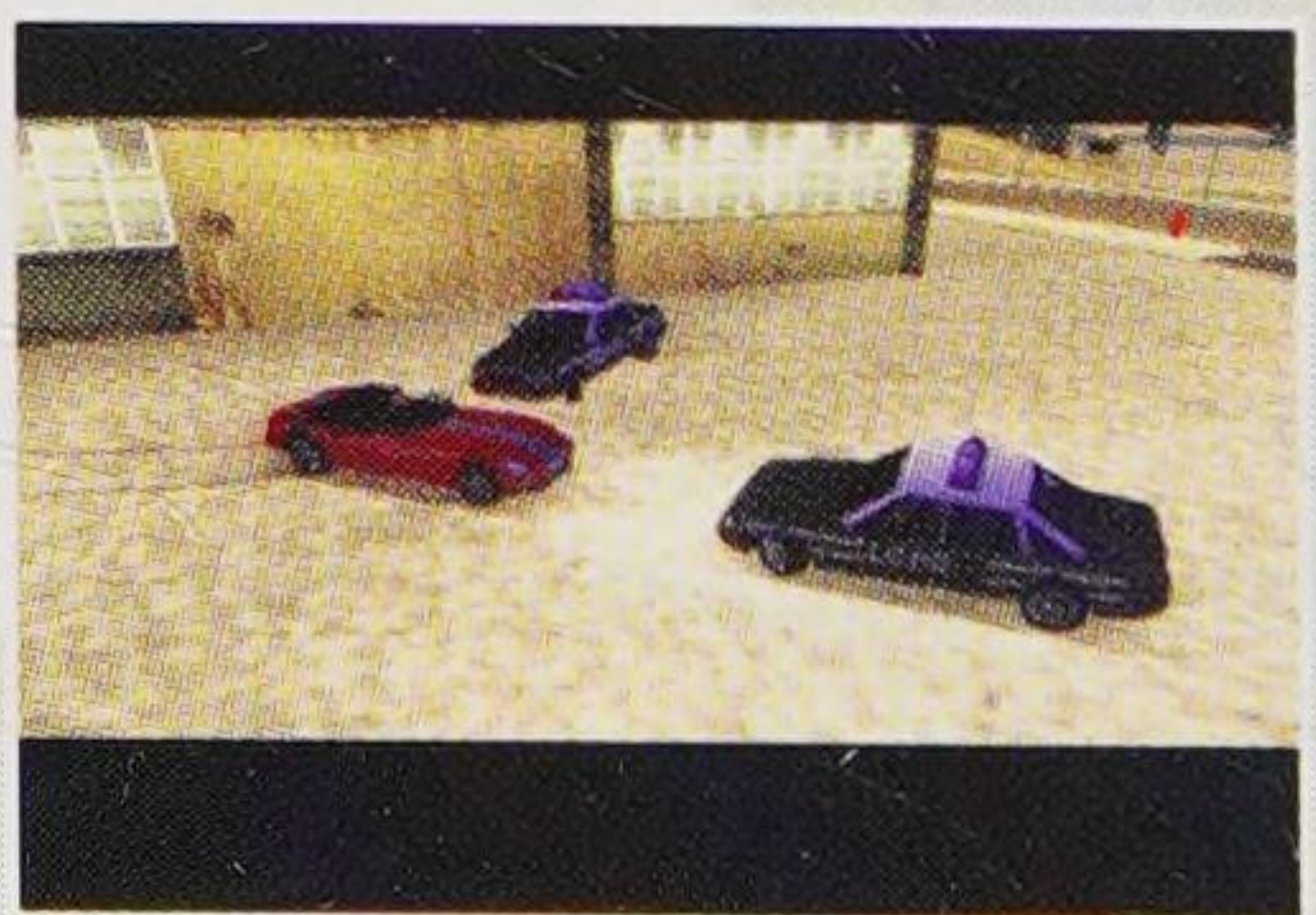
UNLOCKS: Hot Wheels + Made Man (JD) unlocks the Portland Chainsaw Masquerade.

VINCENZO'S got girls crazy for blow and a car full of it parked in Trenton. The feds are watching Vincenzo, so he wants you to pick it up for him.

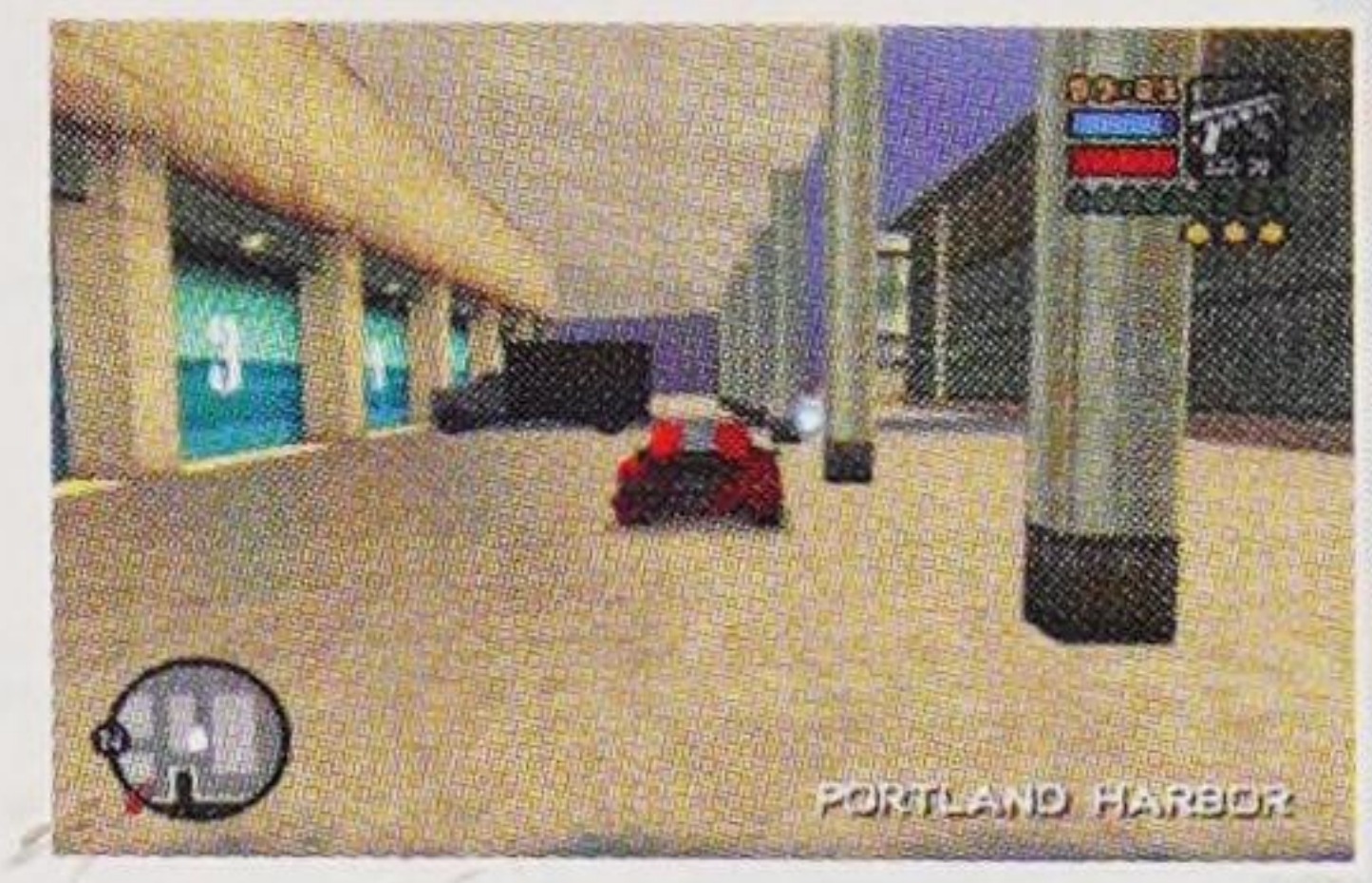
COLLECT VINCENZO'S CAR.

Grab a ride and follow the blue blip on the radar to the small parking lot within the warehouses in Trenton **(1)**. You'll find a red Banshee with a blue arrow over it. Hop in.

DELIVER THE CAR TO VINCENZO'S CAR LOCK-UP.



This smells like a trap! The alarm is armed and goes off as you enter the vehicle. Cops surround you as you pull out. Smash through the police barricade and head left out onto the street. You have a three-star Wanted Level. Avoid the spike strips by driving off-road as much as possible.



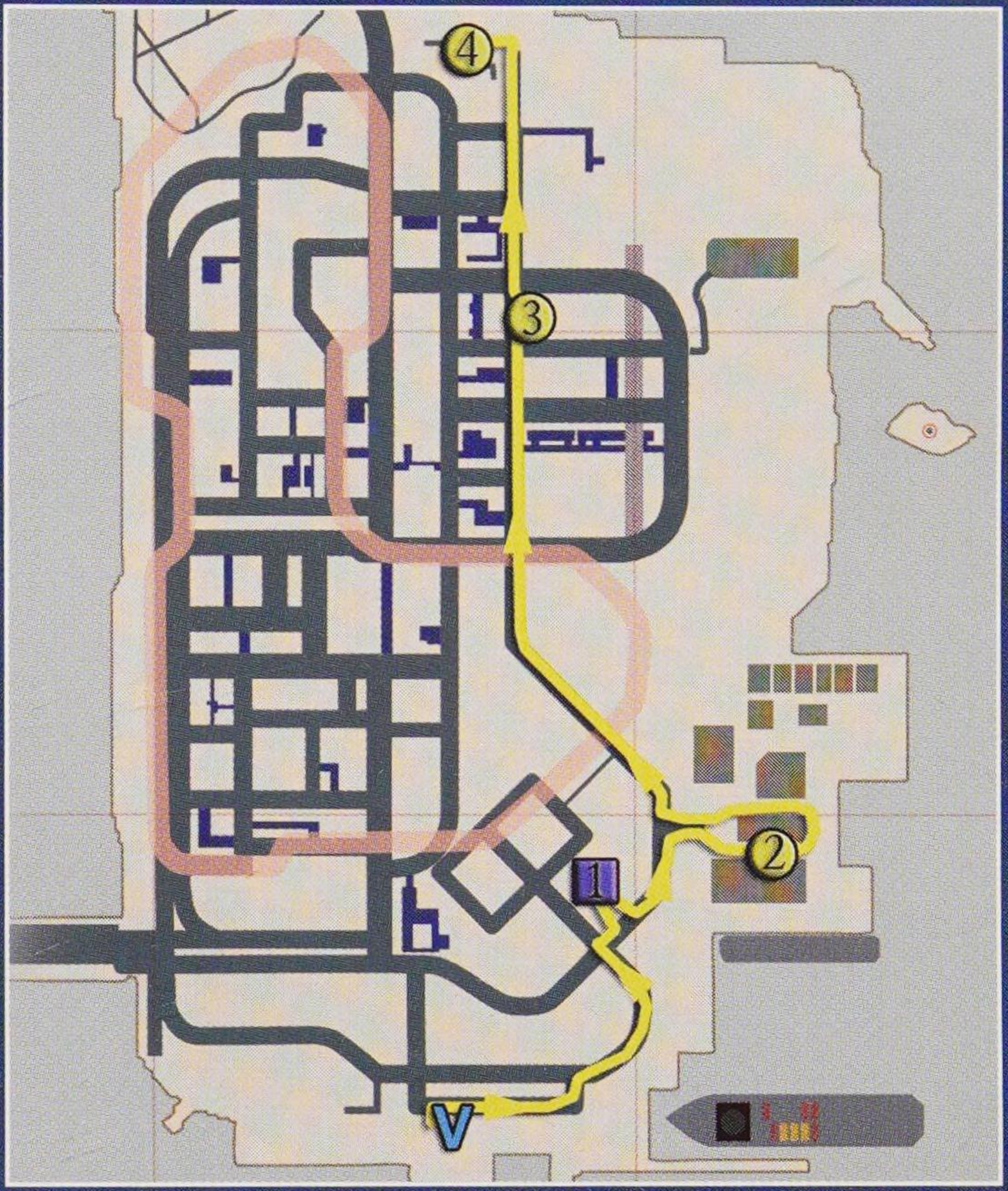
Pick up the Police bribe **(1)** near the warehouses in Trenton, then take the first right into Portland Docks. Use a second Police Bribe **(2)** under the covered row of warehouse doors to bring the two stars down to one. Drive away and the remaining star will soon fade. As soon as the Wanted Level is gone, you receive your next objective.

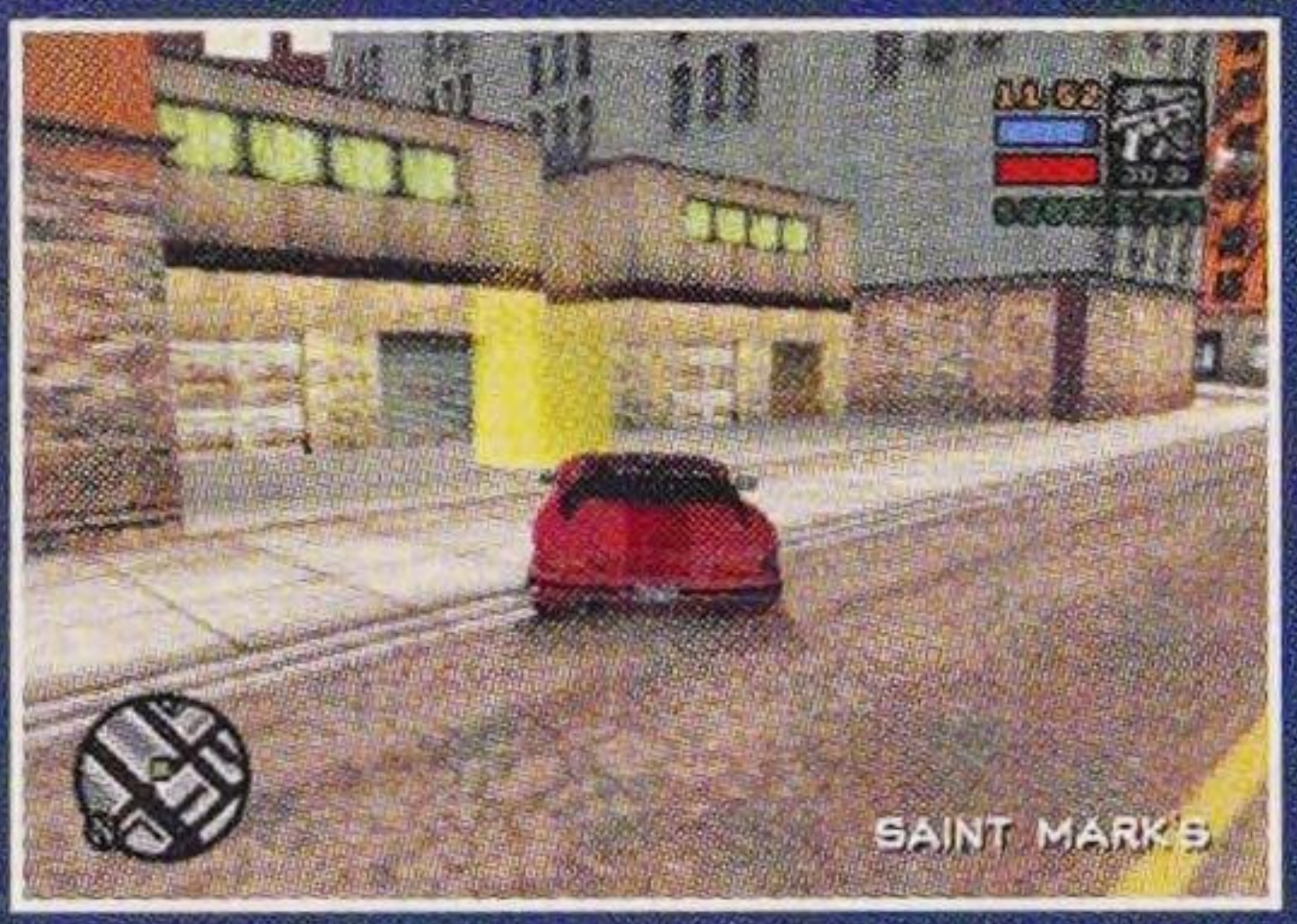
YOU LOST THE COPS! NOW DELIVER THE CAR TO VINCENZO'S LOCK-UP.

Follow the yellow blip to the yellow marker in the driveway in Saint Mark's **(3)**. Toni exits the vehicle and answers the cell phone. A not-so-pleasant conversation with Vincenzo transpires. He didn't think you were going to make it out of there and tries to weasel out of blame. Toni quits.

TEACH VINCENZO NEVER TO MESS WITH YOU AGAIN. CRUSH HIS CAR.

Get in the Banshee and drive to the car crusher **(4)** up north in Harwood, following the yellow radar blip. Stop the car in the marker. Get out, then watch and wait as the crusher does its thing. You receive a junk value of $93 for smashing that metal. You can make money by junking vehicles.





NO VINCENZO JOBS

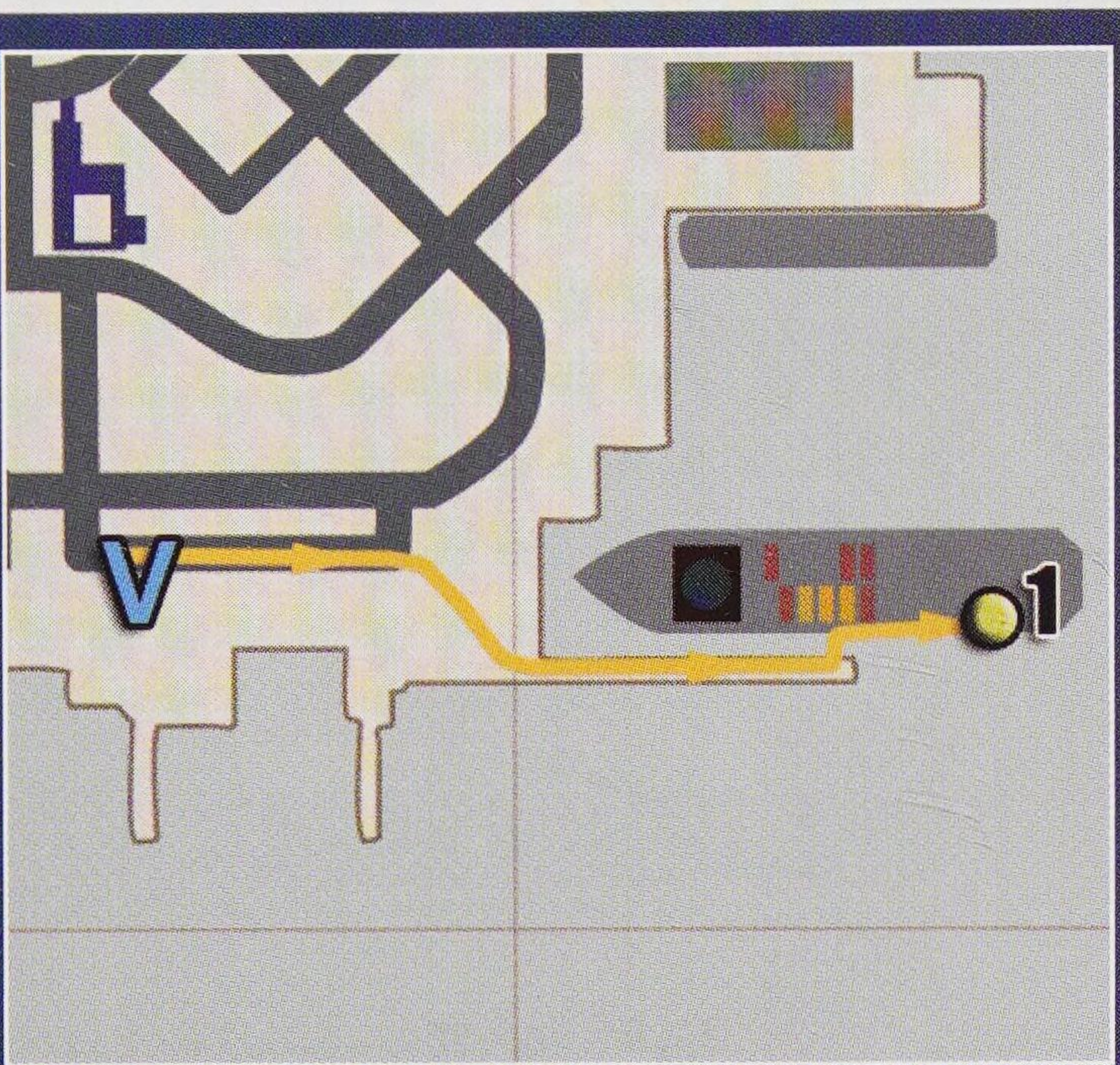
Until you complete Ma Cipriani's job, Made Man, there are no more Vincenzo jobs to be had. We suggest taking the next mission strand, JD O'Toole's.

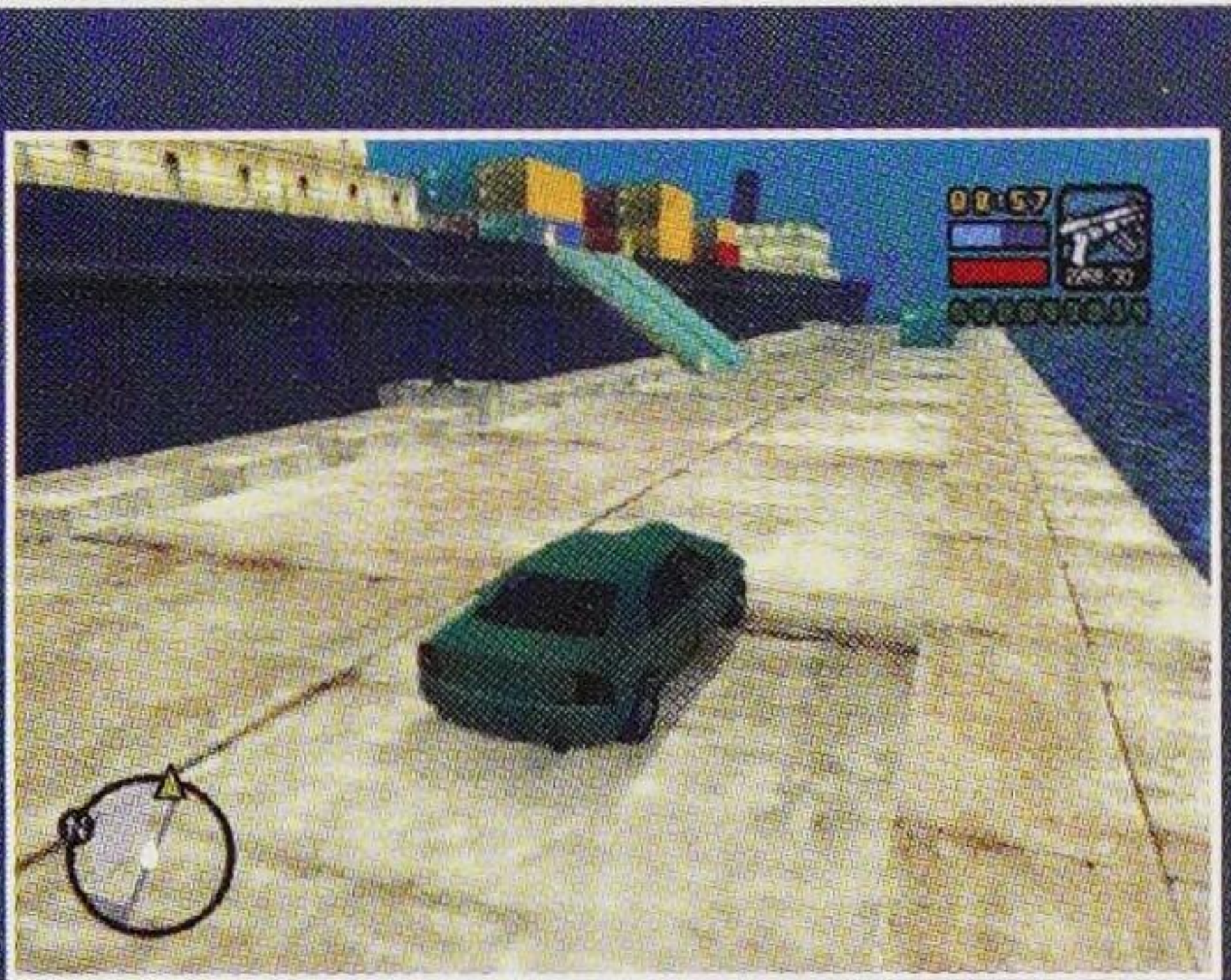
TRASH DASH

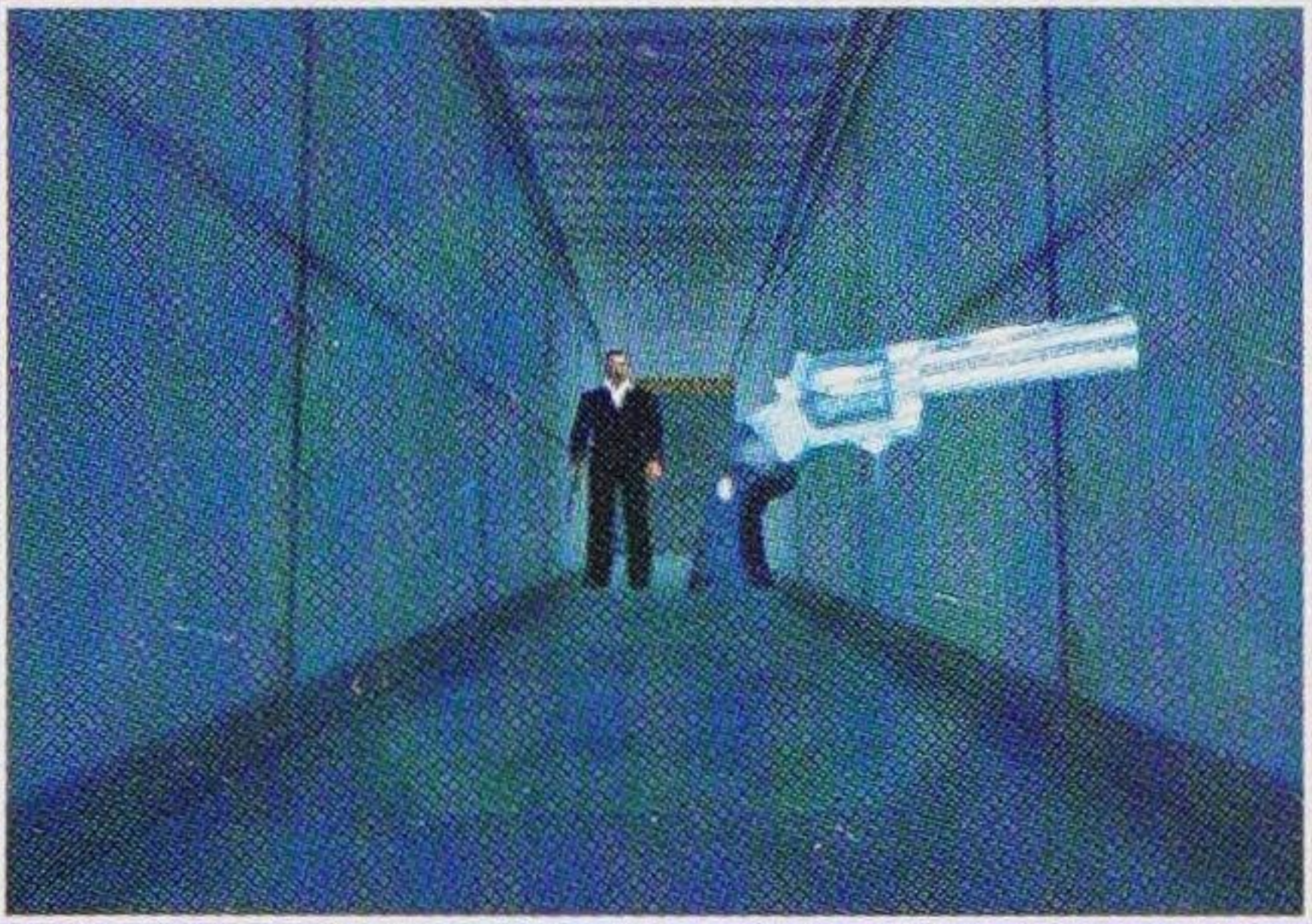
You can begin the pastime, Trash Dash, by entering the Trash Master at the junkyard. For tips on this, skip ahead to the Other Pastimes section of this guide, or read on to continue with the current mission strand.

Trash Dash missions can be toggled on or off by pressing R3 button.

TRASHMASTER







THE PORTLAND CHAINSAW MASQUERADE

REWARD: $3000

UNLOCKS: Masquerade + Contra-Banned unlocks Sindacco Sabotage and the Overalls (with hockey mask).

OTHER UNLOCKABLES: Slash TV (pastime). Finishing Slash TV unlocks Cox Mascot Outfit.

TONI arrives at Vincenzo's, but he's not there. He calls on the cell and pleads with Toni to meet him at the big freighter at Portland Docks. Toni smells trouble, but decides to play along.

MEET VINCENZO AT THE FREIGHTER.

Head due east from Vincenzo's place to find the long dock and the large freighter (follow the yellow blip). Drive or climb up the steep ramp to board the large ship. Head for the stern to the east and you'll spot the yellow marker near a door. Enter the freighter through this doorway.

HEAD DOWN THE HULL.

Find the Python with 20 rounds in the hall before the first set of stairs at the end of the first passageway. There's a nook with Armor to the left of the second set of stairs. Get both of these items before you proceed to the final stairway that leads to the hull where Vincenzo is waiting.

DEFEAT VINCENZO'S ASSASSINS.

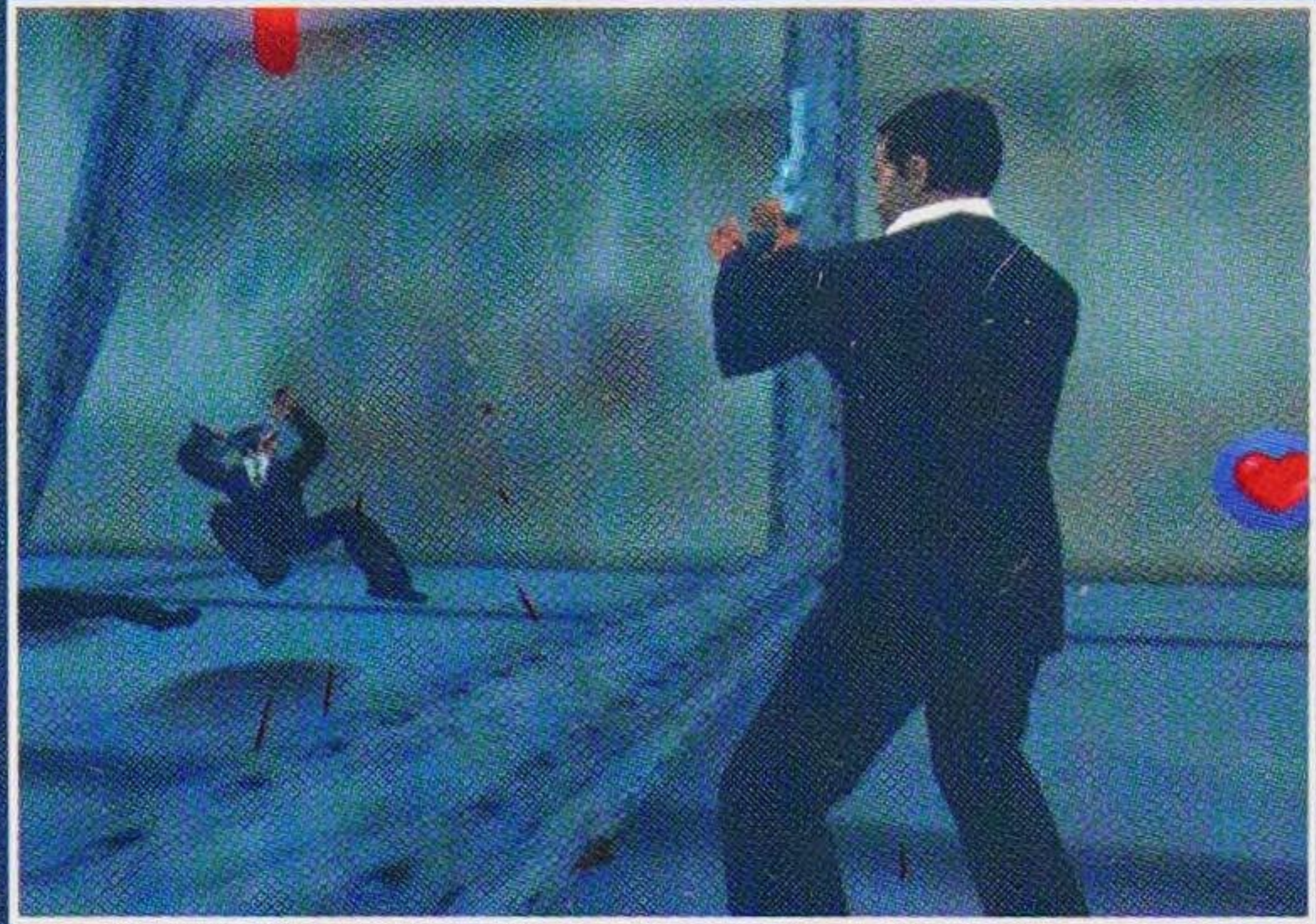
About a dozen chainsaw-wielding assassins pour into the haul from all sides. Use the Python to quickly defeat each goon with one shot. Keep your distance, but turn on axis and press the targeting button to quickly find the next closest assassin—before you can see him on screen. Fire! Use the many crates in the room to run around and try to create room between yourself and the assassins. When you have enough space to turn and fire one shot, do so and then take off running again. Repeat this process until all assassins are defeated. Accomplish this task and Vincenzo appears.

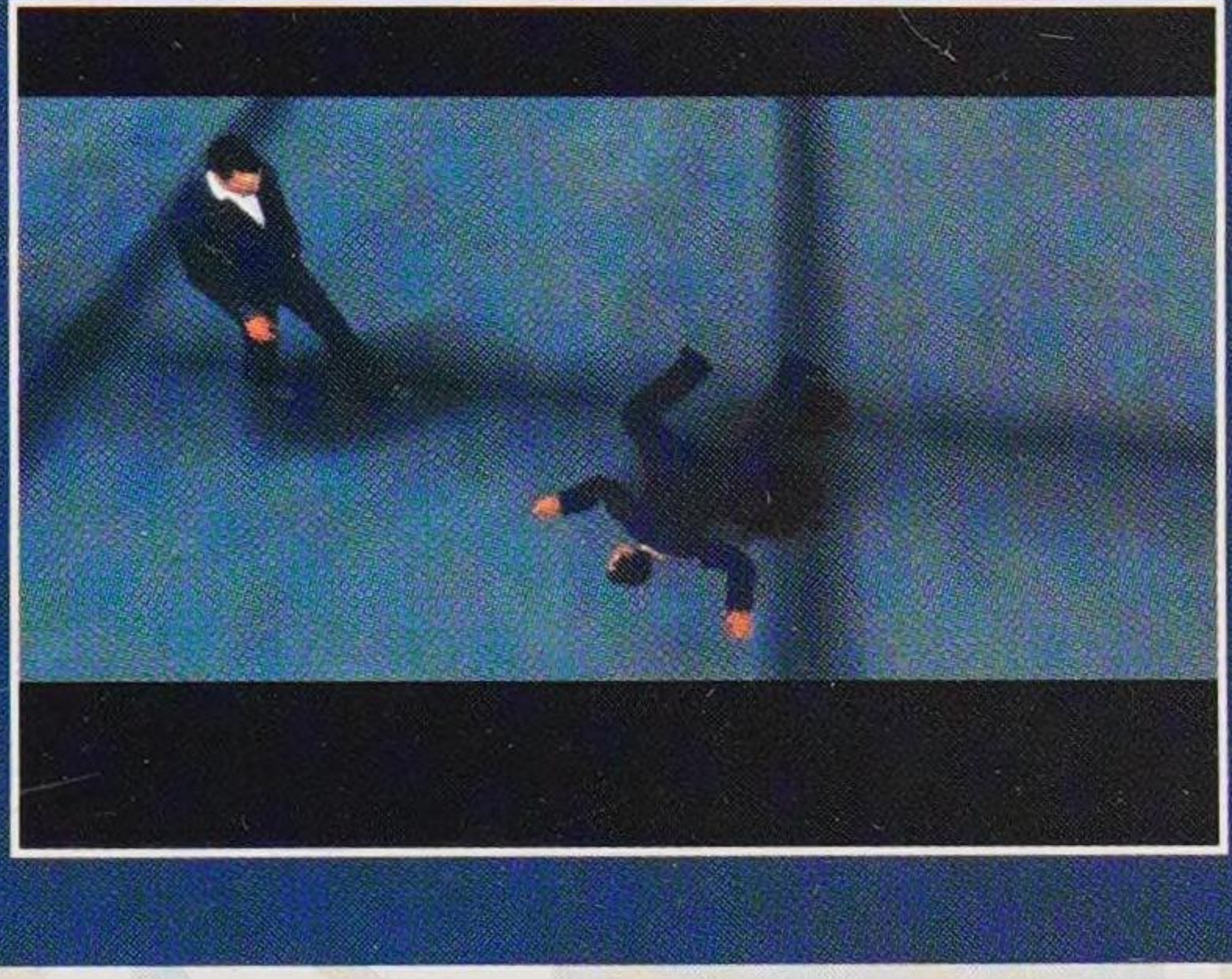
DEFEAT VINCENZO.

Vincenzo wants you out of the picture. You've been rising too quickly and he's jealous. Vincenzo is easy to spot with the large, red arrow over his head. He's packing an Uzi, but won't fire until he's within range. He runs toward you before he fires. Use the Python on him immediately. One shot puts him on the ground, but does not kill him. He gets back up and runs closer until he's in decent Uzi firing range. Continue to move away to avoid the Uzi fire and keep shooting him with the Python until he's dead. This requires about three or four Python shots.

HEAD FOR THE EXIT.

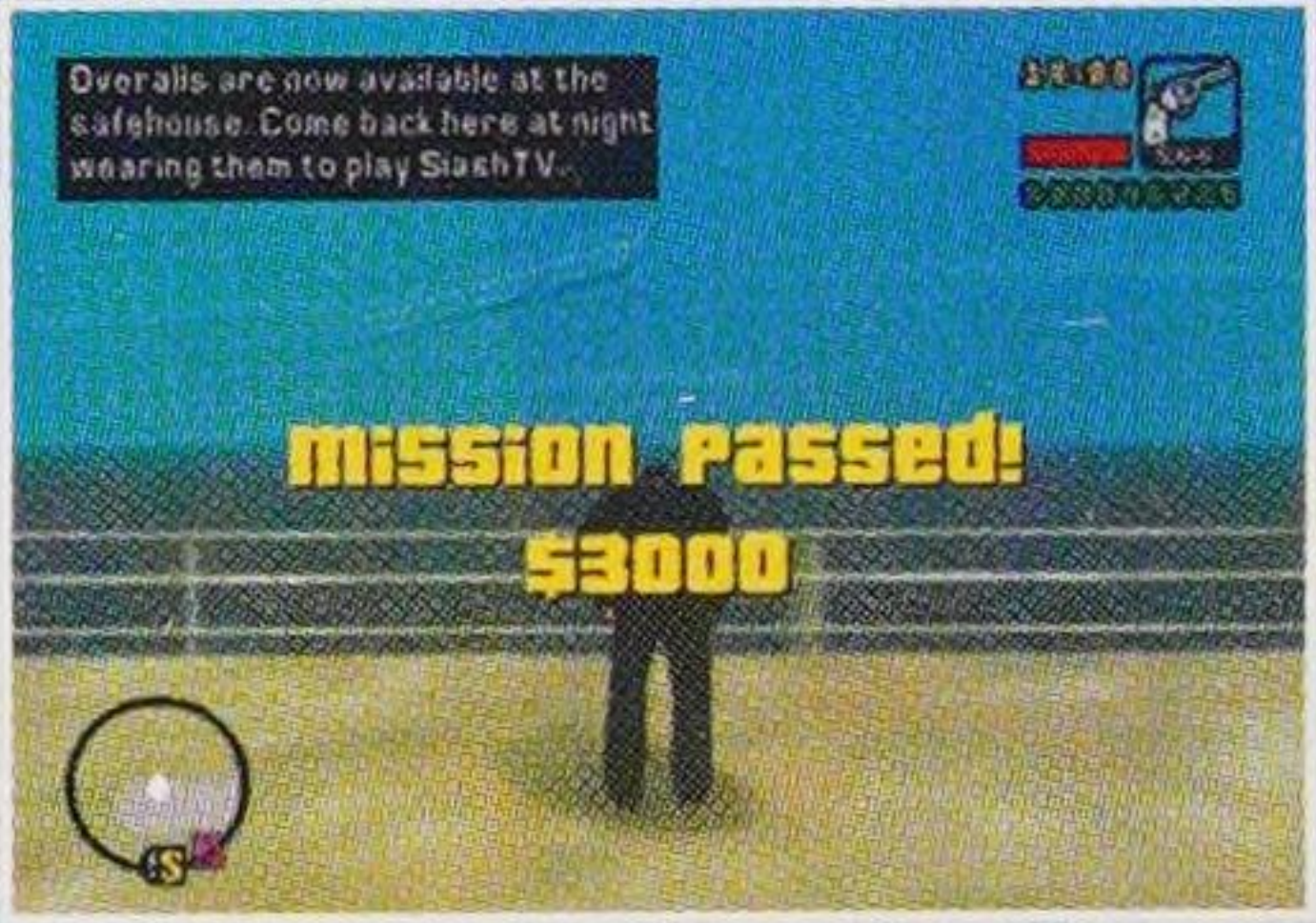
Exit the ship hull the way you came. Once you're on the outside, the mission is complete, you're $3,000 richer, and the Overalls become available—along with the pastime, *Slash TV*. This ends the Vincenzo mission strand.





PASTIME UNLOCKED

Overalls are now available at safe houses. Return to the same spot on the freighter wearing the overalls to play *Slash TV*. For details, just skip ahead to the Portland Pastimes section of this guide, or read on if you'd rather begin the JD O'Toole mission strand.



Overalls are now available at the safehouse. Come back here at night wearing them to play SlashTV.

mission passed!
$3000

Salvatore calls on the cell after completing *The Portland Chainsaw Masquerade* and *Contra-Banned*. This reopens his mission strand with *Sindacco Sabotage*.

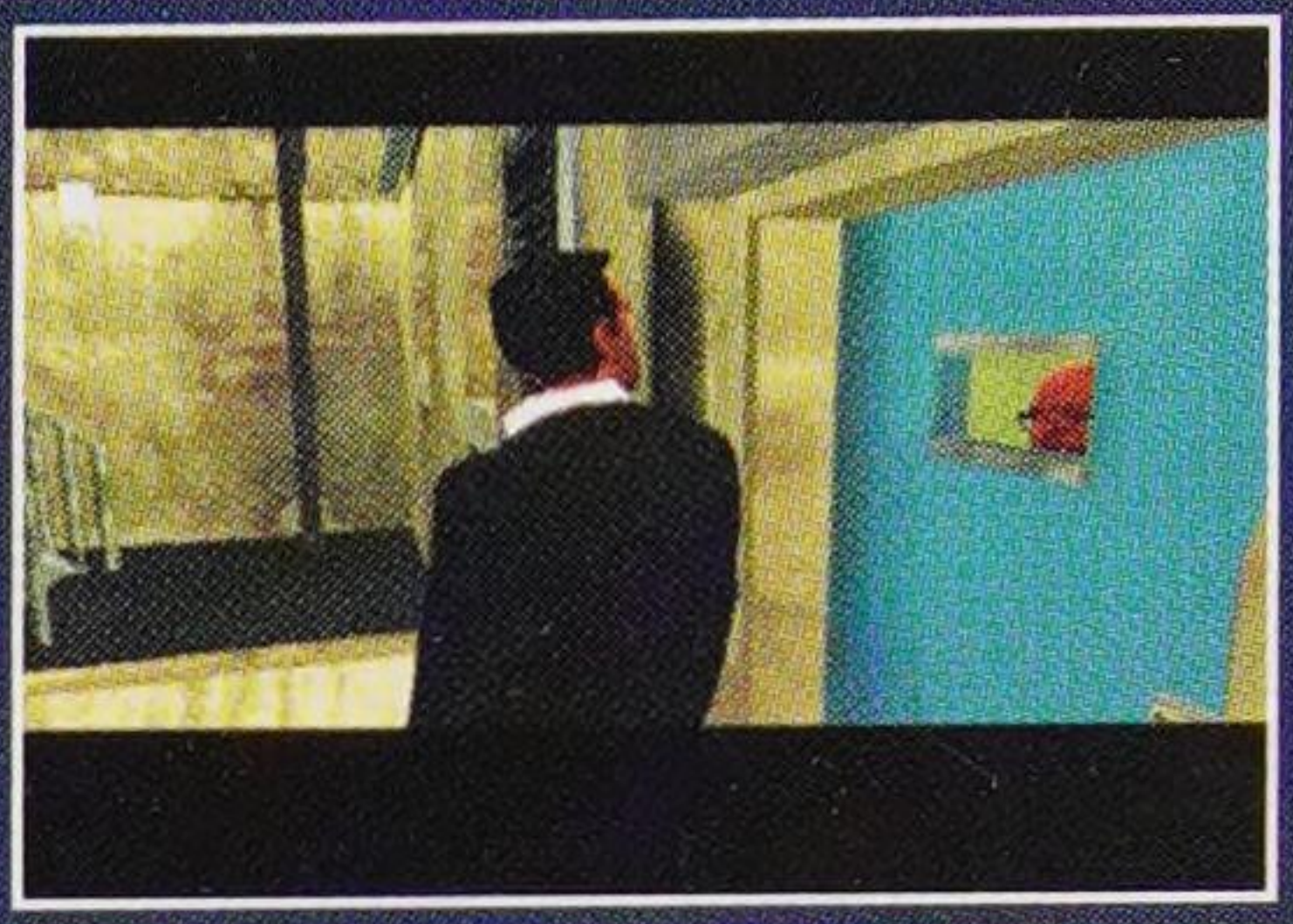
JD O'TOOLE

JD O'Toole's mission strand is unlocked after completion of Vincenzo Cilli's mission, *Snuff*. Only four of his eight missions can be completed at this time—ending at *Blow up Dolls*. To play the rest, you must also complete Ma Cipriani's *No Son of Mine* and Salvatore's *Contra Banned*. This unlocks JD's *Salvatore's Salvation* mission that leads into the rest of his mission strand.

PORTLAND//JD O'TOOLE //BONE VOYEUR!

NO LEONE SUIT

JD will not talk to you if you are wearing the Leone Suit. He works for Sindaccos and they'd be onto the snitch in no time. Get a change of clothes from your safe house.



BONE VOYEUR!

REWARD: $500

UNLOCKS: Don in 60 Seconds

JD O'Toole is the manager at Paulie's Review Bar in the Red Light District. *Grand Theft Auto 3* fans will recognize this place as the "Sex Club Seven," which it becomes in due time. JD works for the Sindaccos, but wants to make good with the Leones to try to jump ship. He appears in a leather S&M suit as he explains to Toni that the strippers are ripping off the bar. He wants you to drive him around town so he can spy on his girls.

GET INTO THE CAR.

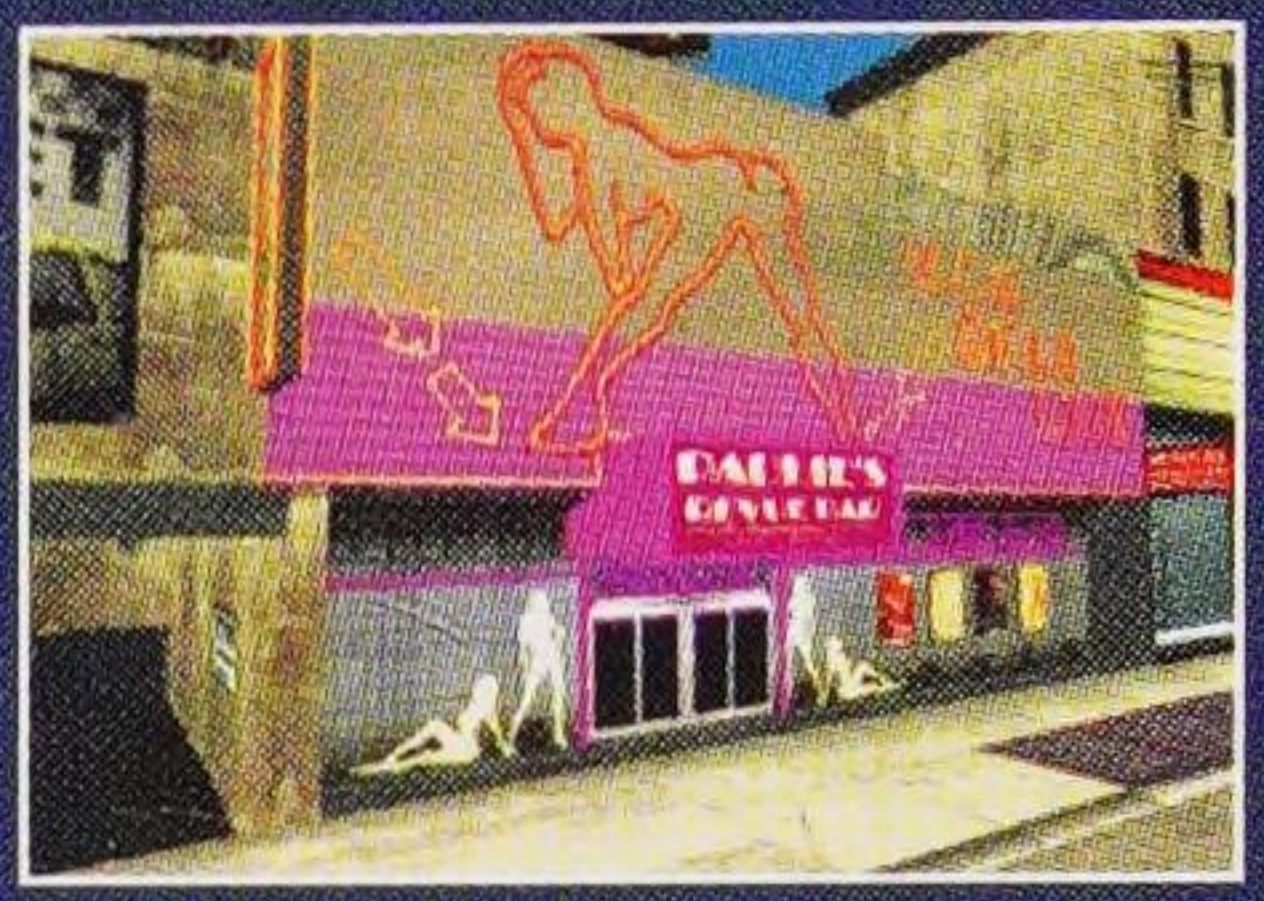
Follow JD and enter his van parked in front of the club.

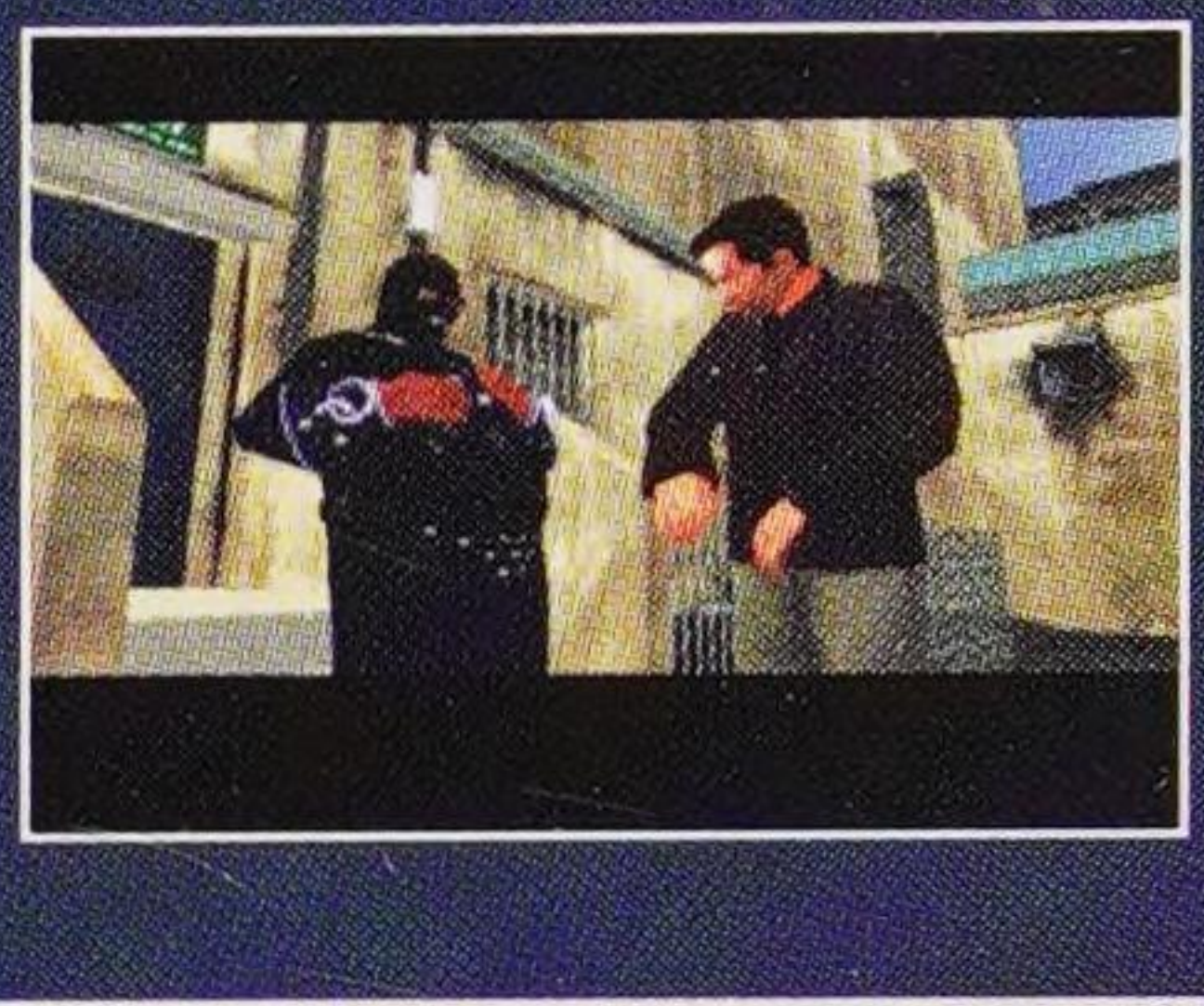
COLLECT JD'S MONEY FROM HIS HOOKERS. BE QUICK, THEIR SHIFT FINISHES IN FIVE GAME HOURS.

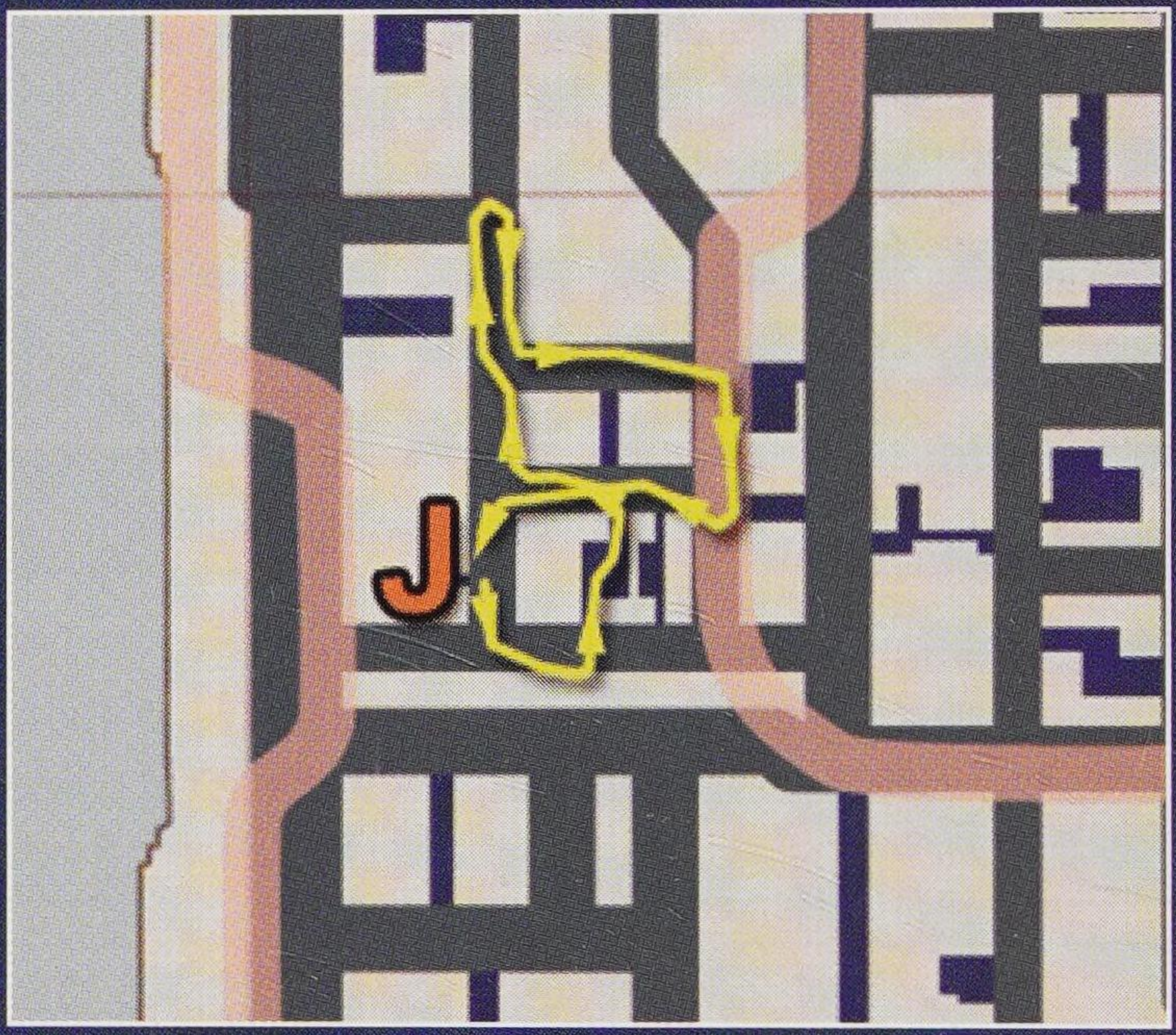
Drive around the block until a blue blip appears on the radar, then drive toward it to locate one of JD's girls.

If the girl is by herself, stop nearby her and she'll approach the vehicle. She reaches into the car and pays a portion of the $700 owed to JD. The money collected is subtracted from the money meter on the right side of the screen. When all $700 is collected within five game hours, the mission ends successfully.

When you find a girl busy with a customer in a car, you must pull up to the vehicle, then wait around until the girl is "finished" or honk the horn to end the session early.

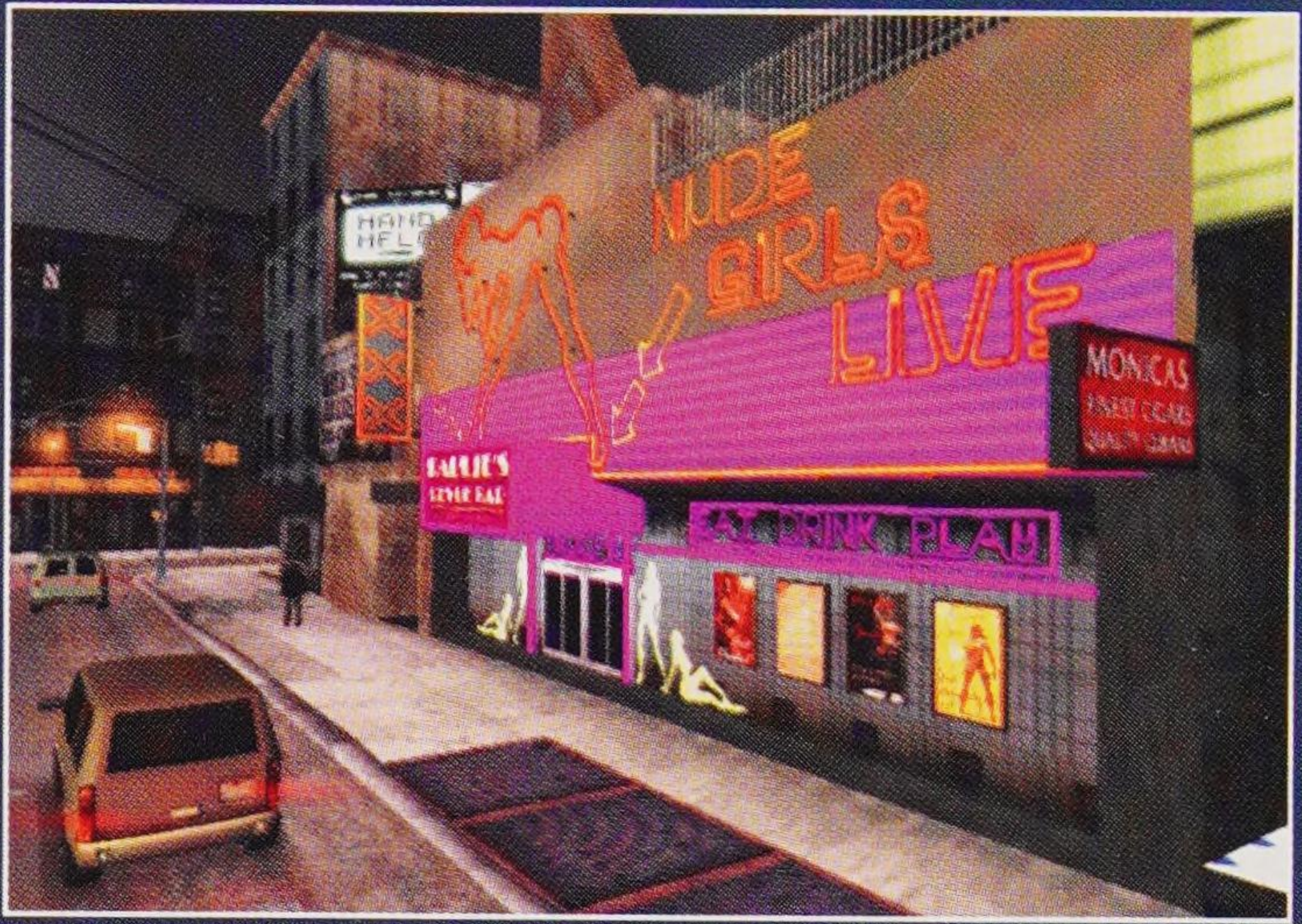






The longer you wait for the girl, the more money she'll give you. If you honk immediately to end the session, you'll get very little money.

If the girl is with a pimp, he'll rip her off as you approach. Follow the red blip on the radar to the pimp running on foot. Run him over for a quick and easy kill, then exit the van and take the money he dropped and get back in the van. Circle the surrounding blocks and collect from the girls until you're paid off.



GO BACK TO JD'S CLUB.

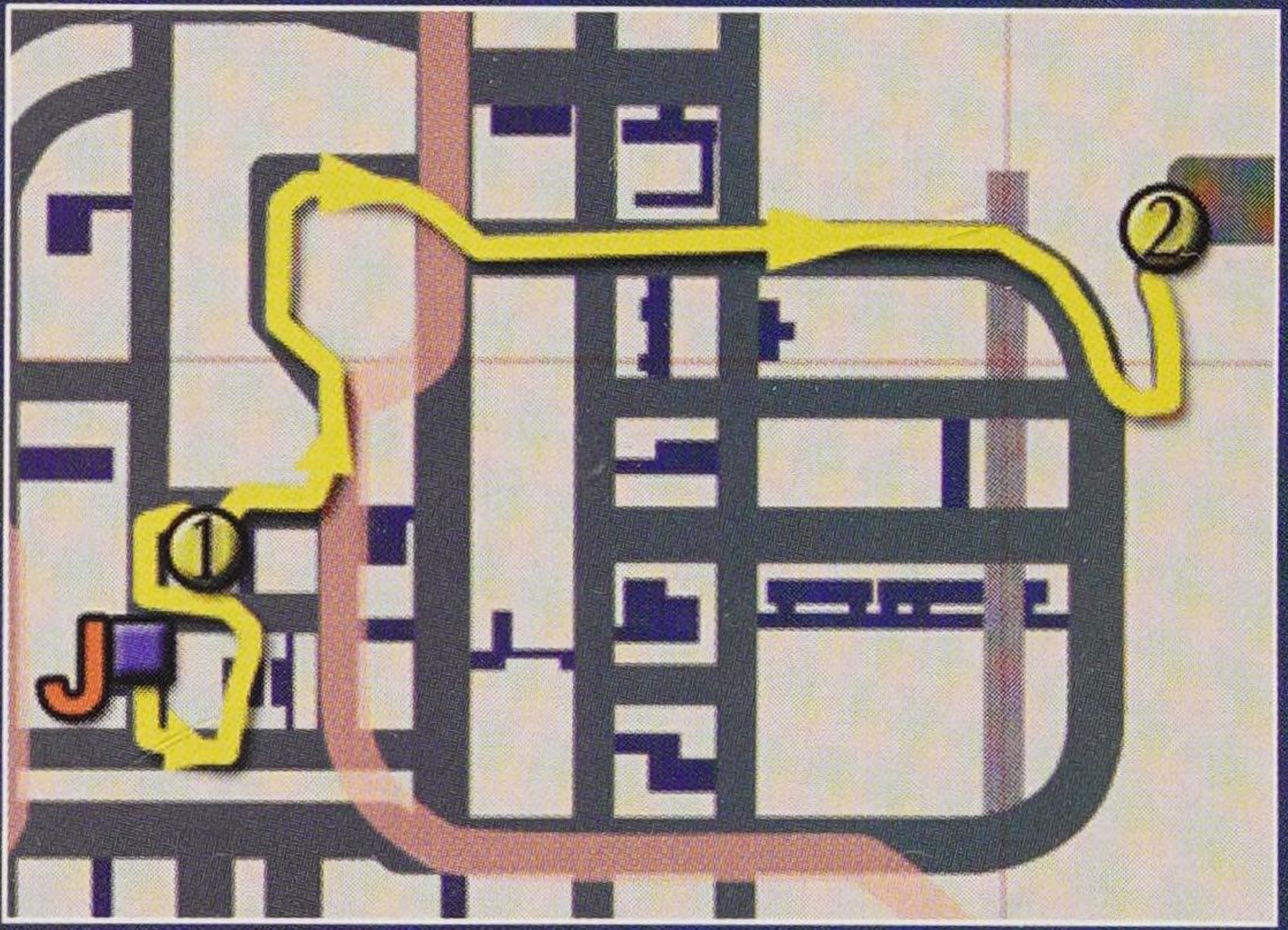
Once all the money is collected, a yellow blip appears on the radar and a marker appears back at the strip club. Pull into the yellow marker to complete the mission and collect $500.

DON IN 60 SECONDS

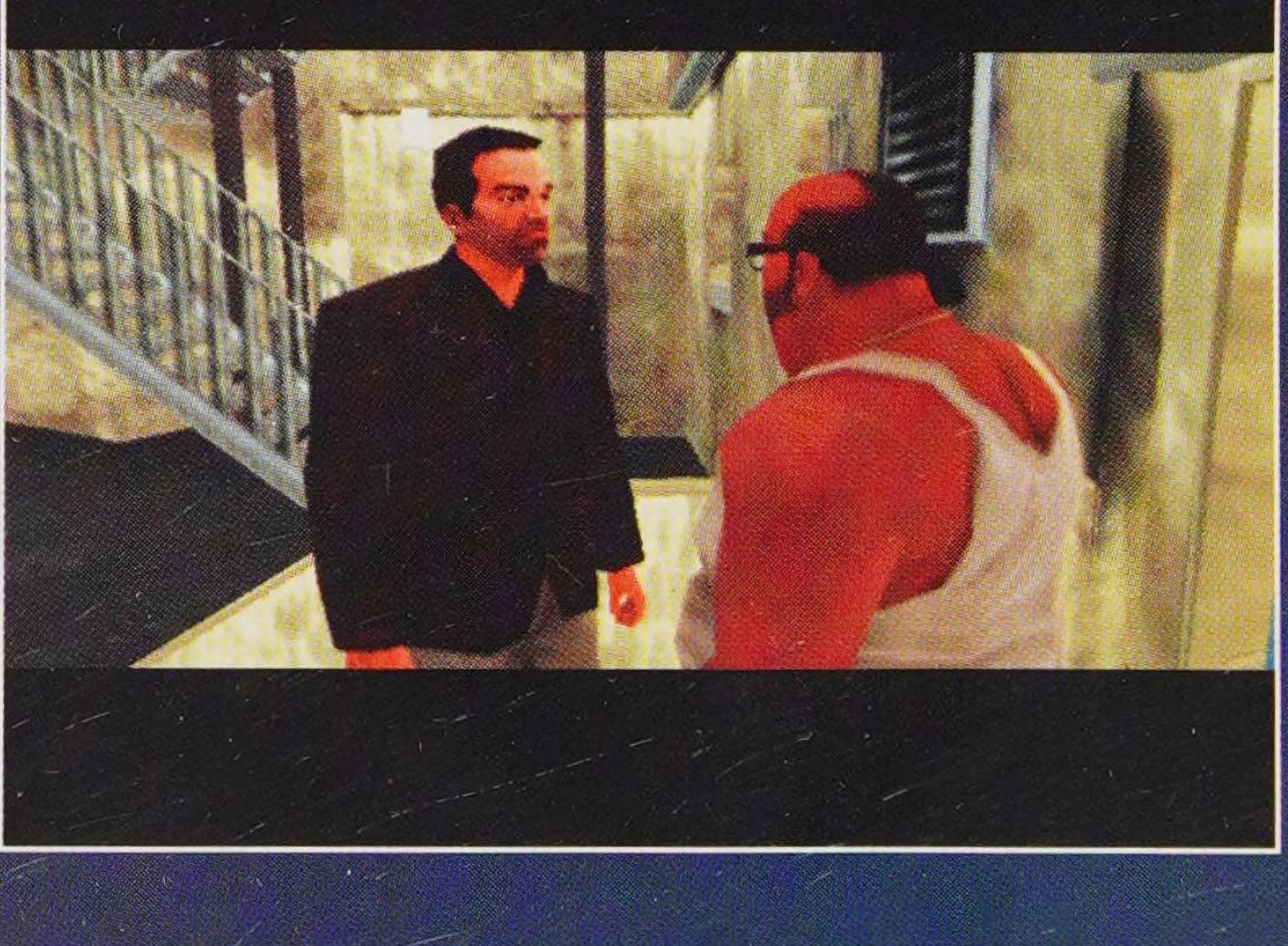
REWARD: $1000

UNLOCKS: A Volatile Situation

OTHER UNLOCKABLES: The Offer (Salvatore's mission) & Micro SMGs at Ammu-Nation.

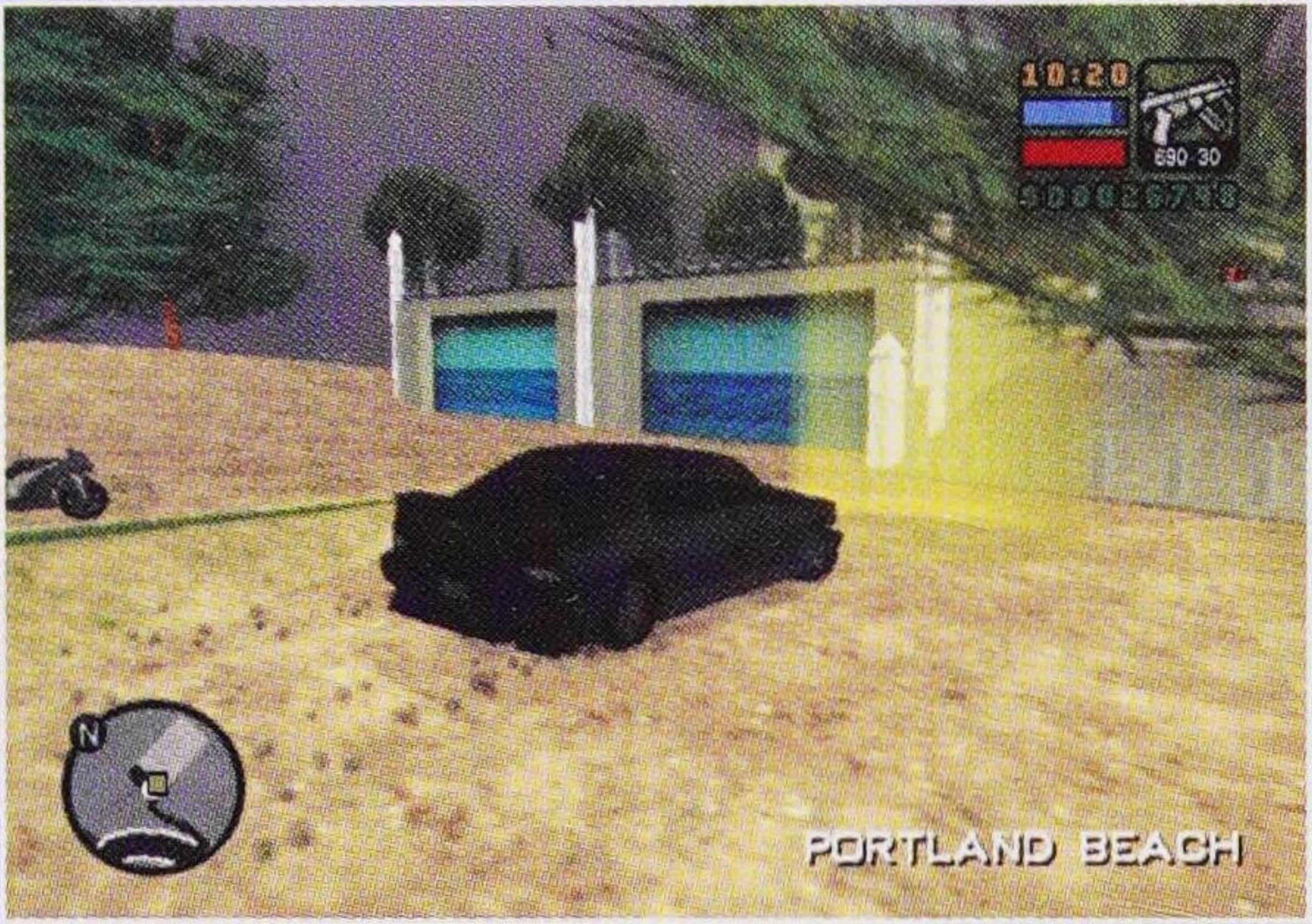


JD gets a tip that the cops are going to raid the club. Salvatore's inside. He must be cleared out of there before the cops arrive.



GET IN THE CAR.

When you hit the street, the cops begin to arrive and you immediately get tagged with a two-star Wanted Level. Enter the black Leone Sentinel with the blue arrow overhead. Salvatore's hiding in the backseat. Circle the block while driving through police roadblocks to reach the Pay 'n' Spray **(1)** and lose your wanted status. Then exit the spray shop and play it cool until blue stars fade to avoid reinstating the Wanted Level.



MICRO SMGS

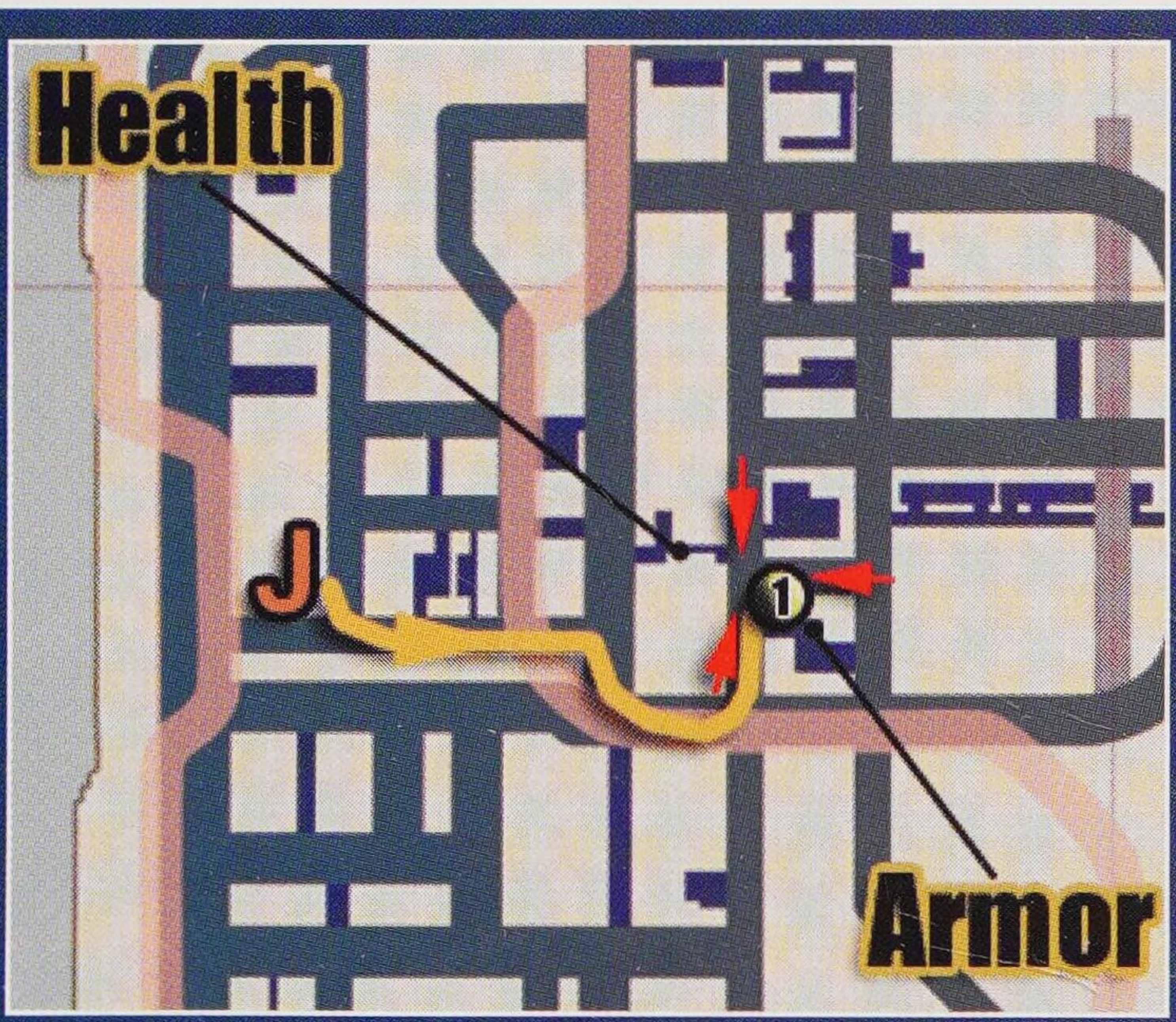
The Ammu-Nation now stocks Micro SMGs.

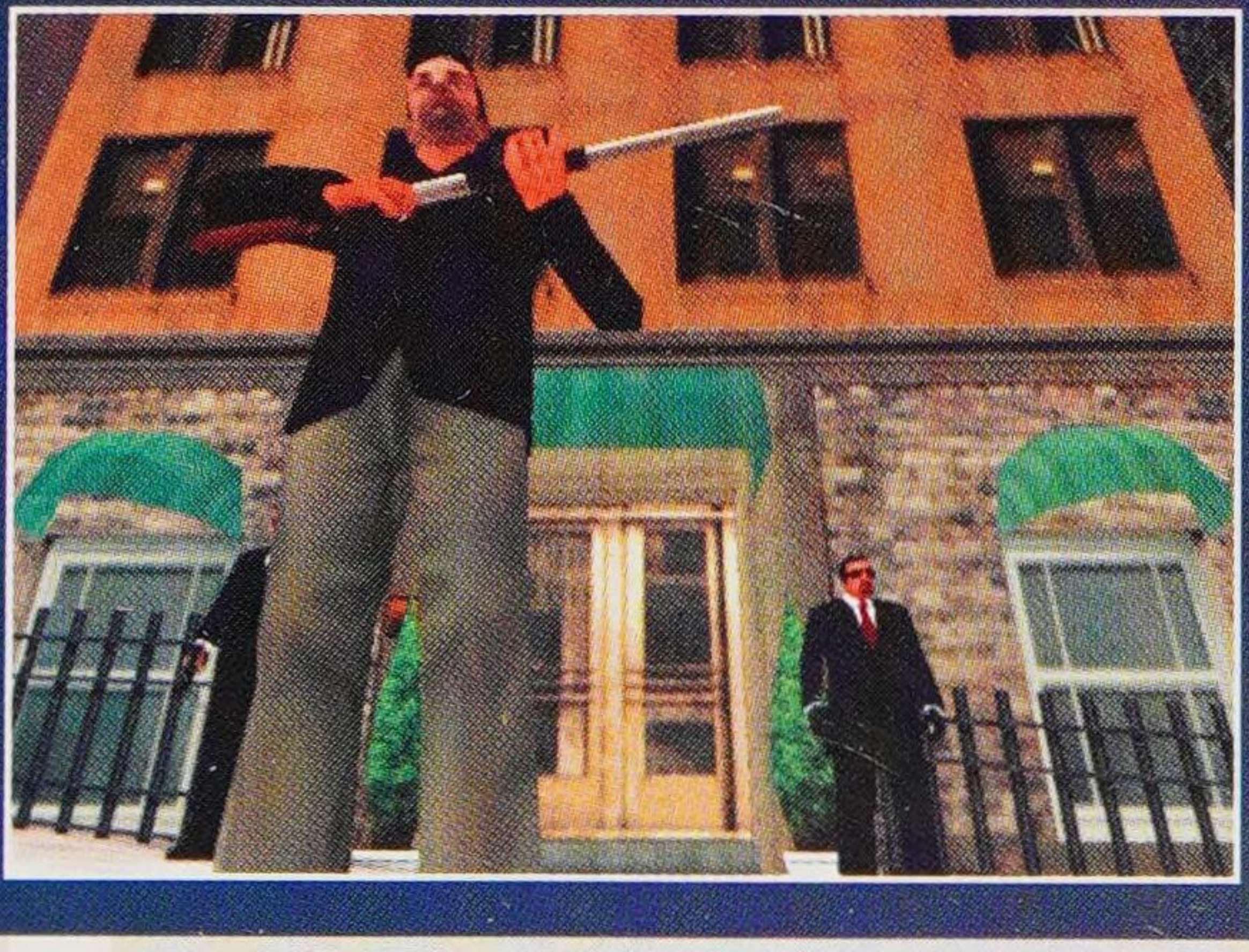
TAKE SALVATORE HOME.

Once the heat is off, you receive a new objective: Drive Salvatore to his Portland Beach mansion. Avoid driving too fast along the driveway; if you go over the embankment and slide down to the beach, you'll find the sand extremely loose in this game; you're likely to slide into the river and kill yourself and Salvatore. Follow the yellow blip on the radar to the yellow marker **(2)** in Salvatore's driveway to complete the mission.

SALVATORE LEONE MISSION STRAND OPENED

Completing this mission opens the Salvatore Leone mission strand. For now, this guide follows the JD O'Toole mission strand; and following that, the Ma Cipriani missions, since she was made available before Sal.





A VOLATILE SITUATION

REWARD: $1000

UNLOCKS: Blow up Dolls

THE SINDACCOS attempt to blow up the Leone gaming house in Saint Mark's. You must prevent them from doing so.

CHECK OUT THE CASINO.

If you don't have an AK-47 or a submachine gun, use our Weapons map (in the back of this guide) to find one of these guns now, or purchase an Micro SMG or two from Ammu-Nation. You're also going to need Armor, so use our Health and Armor map (also in the back of this guide) to locate one near you—there's some Health just behind the casino and in the Ammu-Nation alley. Grenades are helpful, too. Collect some from the bow of the tanker in Portland Harbor.

Get in a vehicle and head toward the yellow blip on the radar to the casino in Saint Mark's **(1)**. Stop in the yellow marker on the street and Toni will receive a cell phone call as he is about to enter the guarded casino entrance. It's JD, he warns you that a bunch of Sindaccos are on their way to blow up the place.

TAKE OUT THE SINDACCO SABOTEURS!

Draw the AK-47 and stand ready with the two guards for the Sindaccos while in or near the intersection at the casino. Track the Sindacco movement on your radar. These guys are indicated by the red blips moving toward the casino.

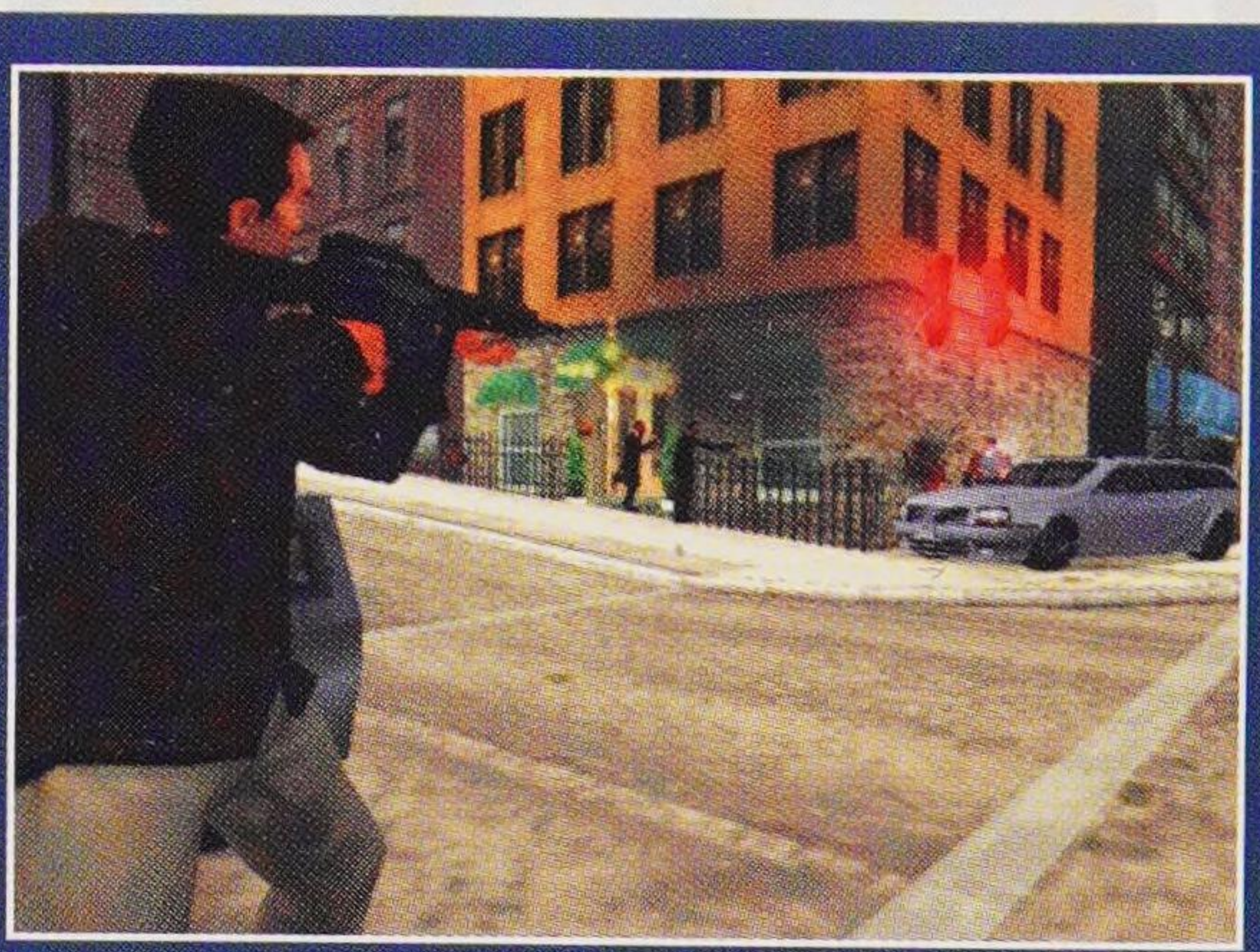
The Sindaccos will arrive in carloads, one after another, and attempt to bomb the casino. Gun 'em down collectively as they approach in the car, or individually as they exit their vehicles. Lobbing grenades at each car as it approaches makes short work of them. A total of three carloads of Sindaccos will pay you a visit, the last group arriving in a Patriot. Prevent them from setting a bomb and destroying the casino. Keep moving and stay at them with the AK-47 or Grenades and Micro SMG if the AK-47 is out of ammo.

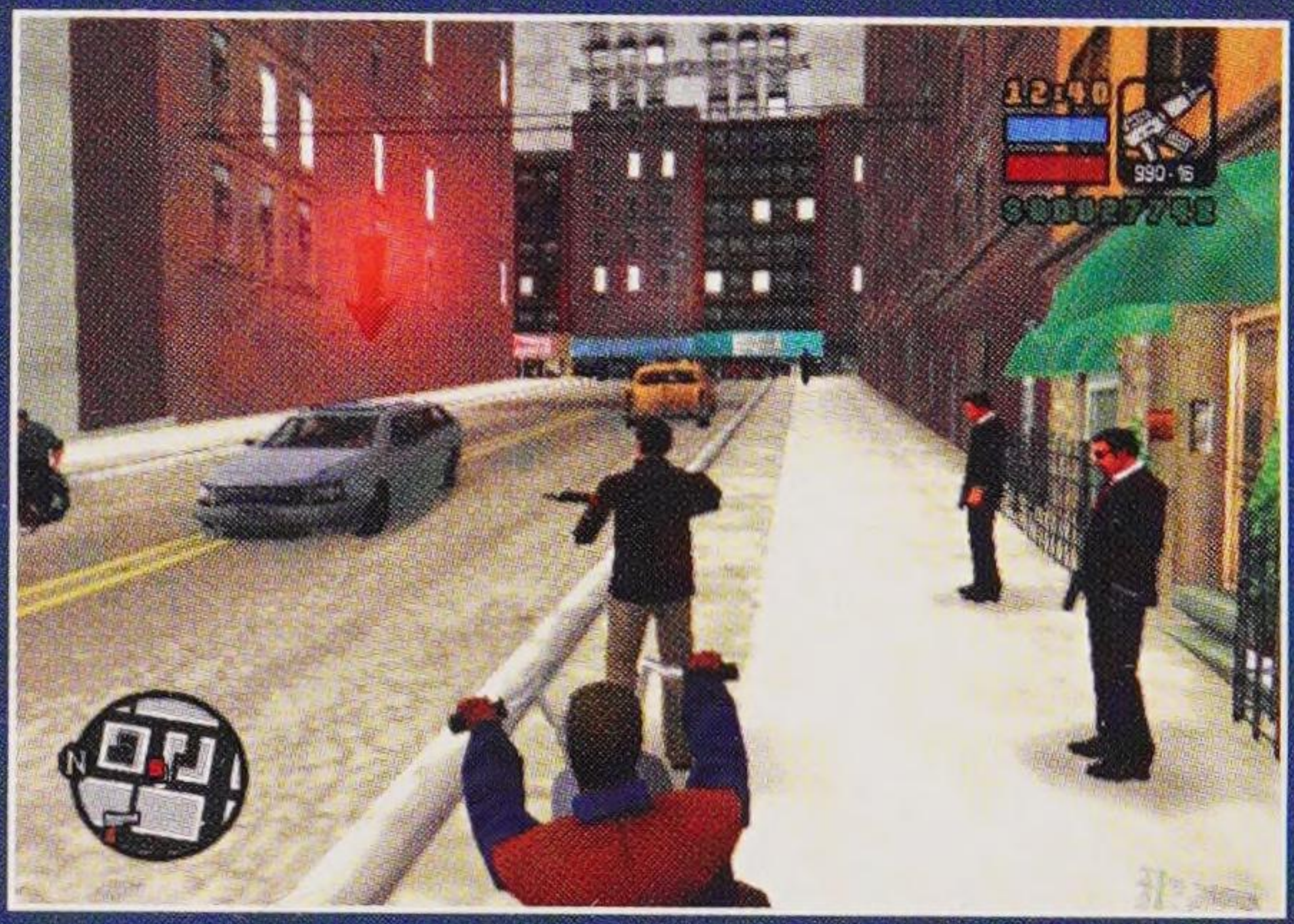
STOP THE TRUCK-BOMB FROM DESTROYING THE CASINO! THE TRUCK-BOMB'S ARMED!

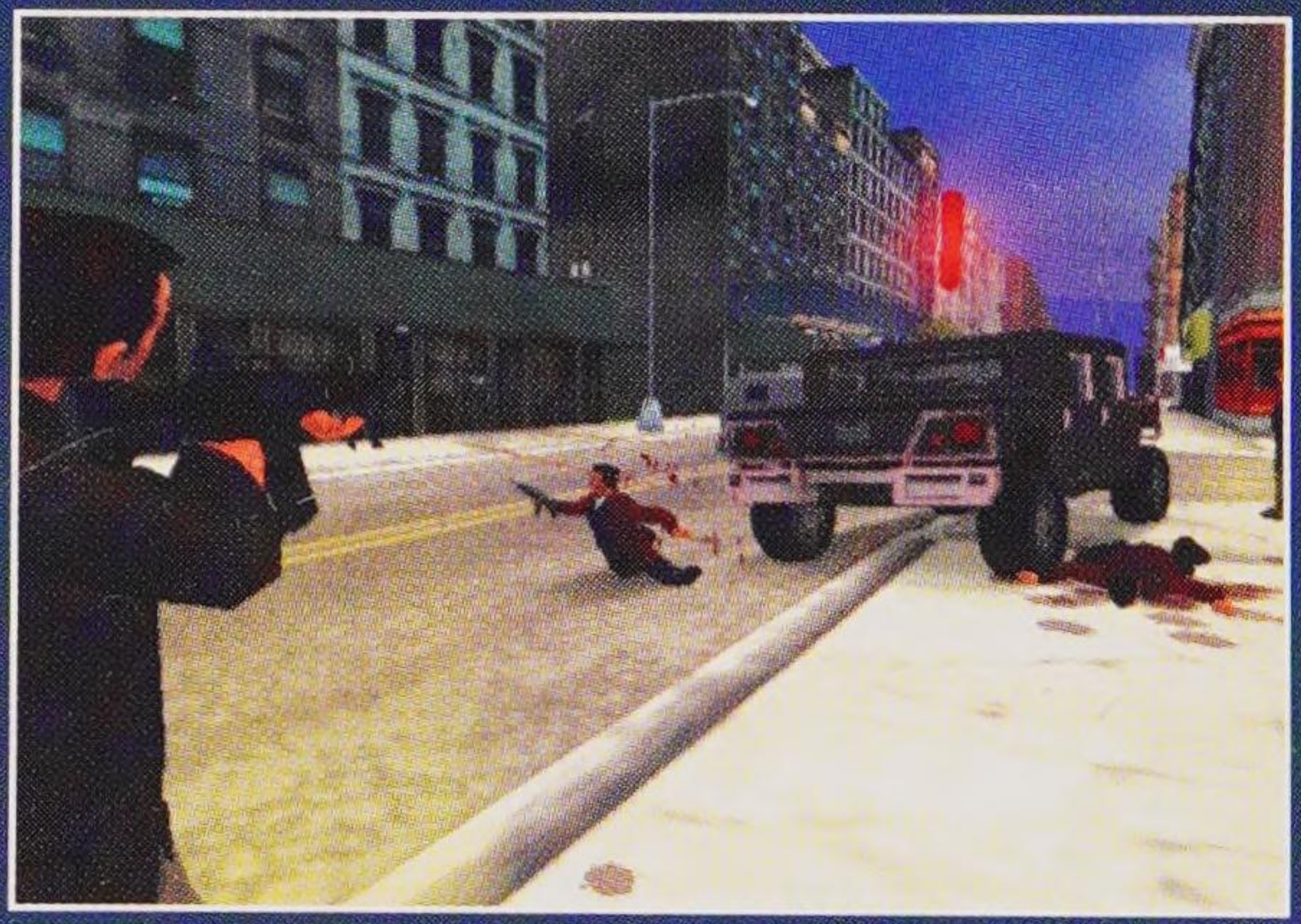
After eliminating three squads, the Sindaccos rig a huge truck bomb! They're going to take out the casino in one go! Don't try to stop the truck. Just let it park out front and the driver will take off running on foot. While waiting for the truck, move stranded cars from the intersection to allow yourself a getaway route.

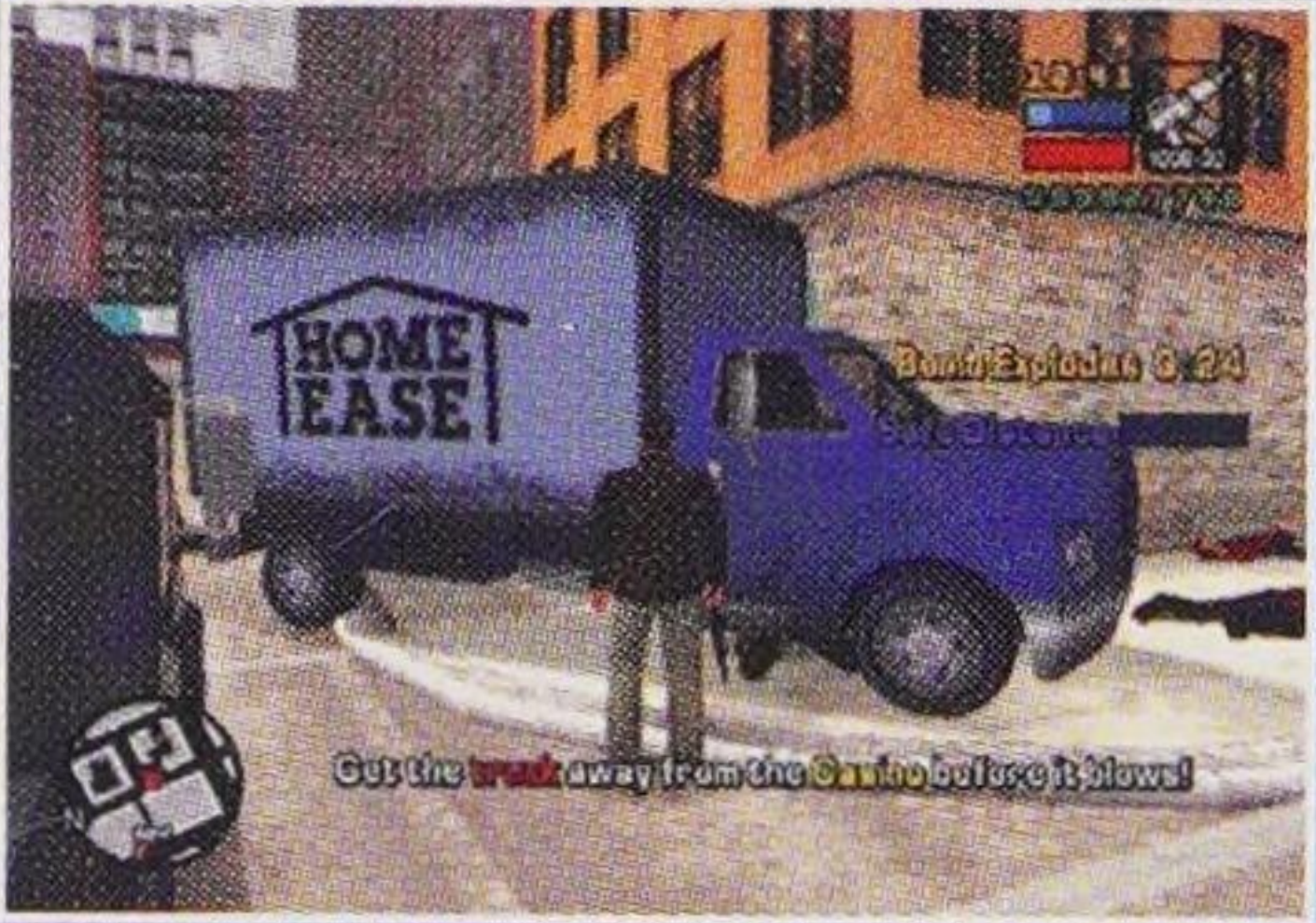
GET THE TRUCK AWAY FROM THE CASINO BEFORE IT BLOWS!

Get inside the truck—it's stuck in low gear and there's no way to shift up. This large vehicle is very slow, so move carefully through traffic to avoid getting hung up. Drive approximately a half a city block away to get a safe distance from the casino. You have 20 seconds to do this. Once the Safe Distance meter is full, exit the truck and run for safety to complete the mission.

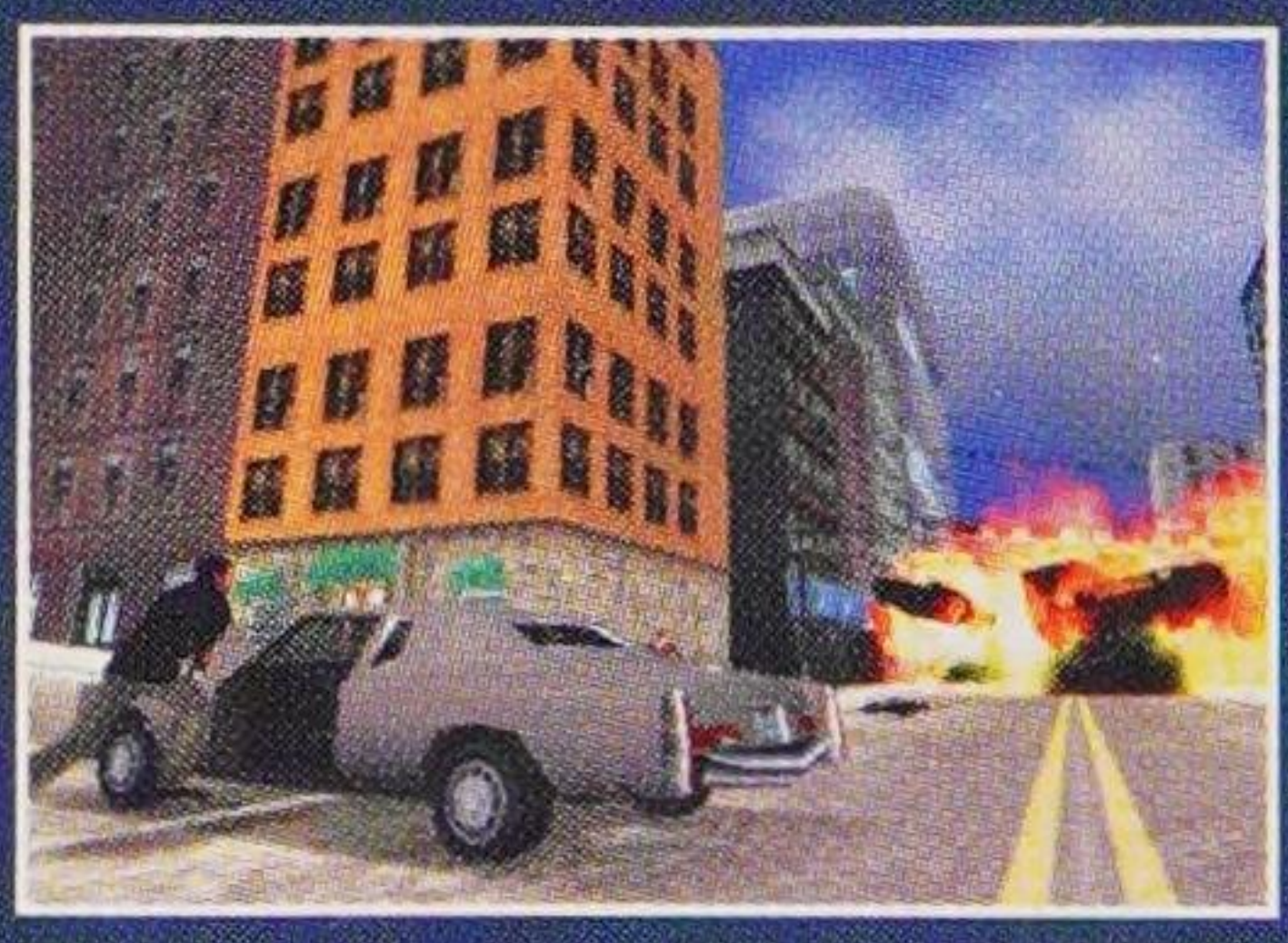


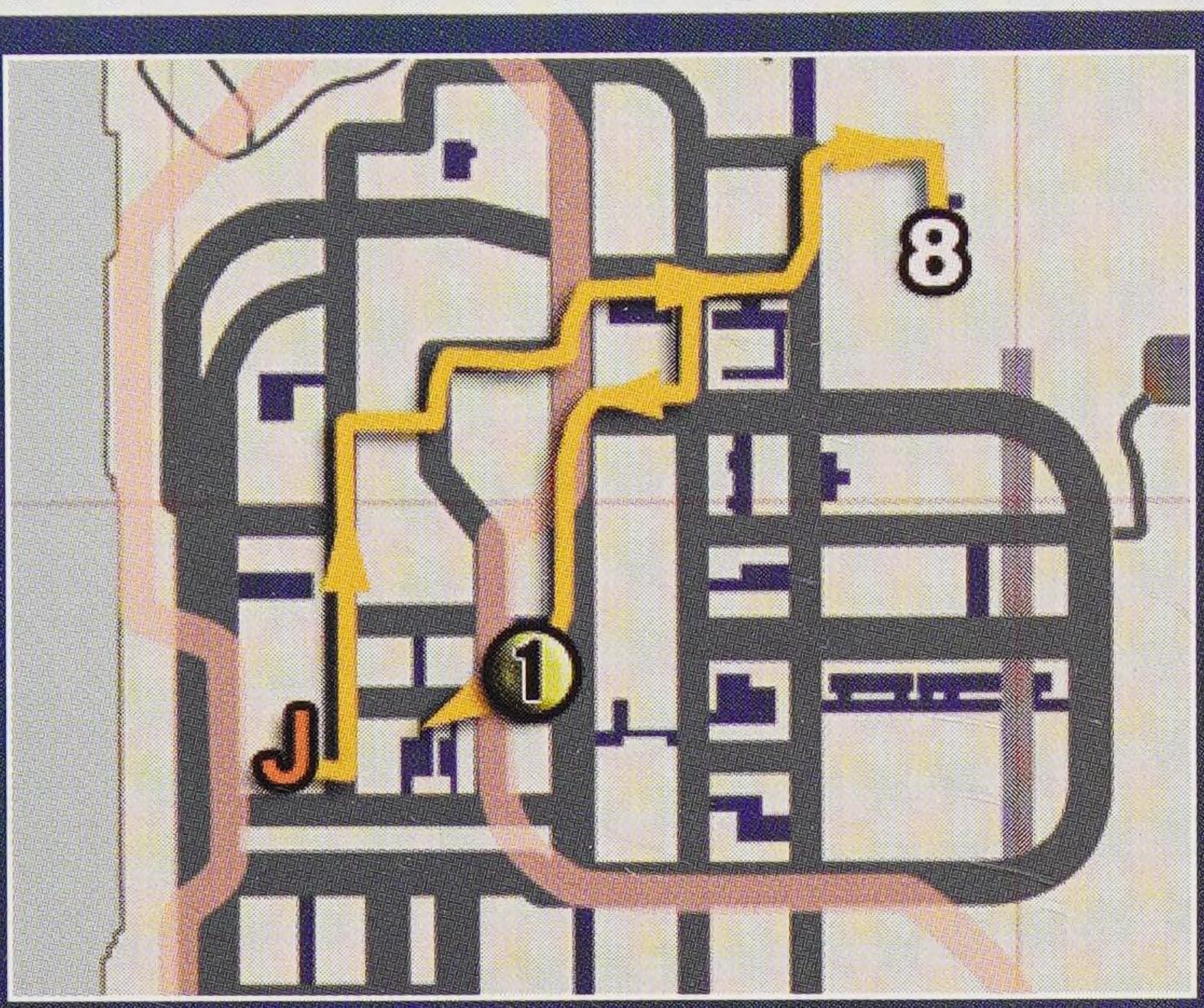


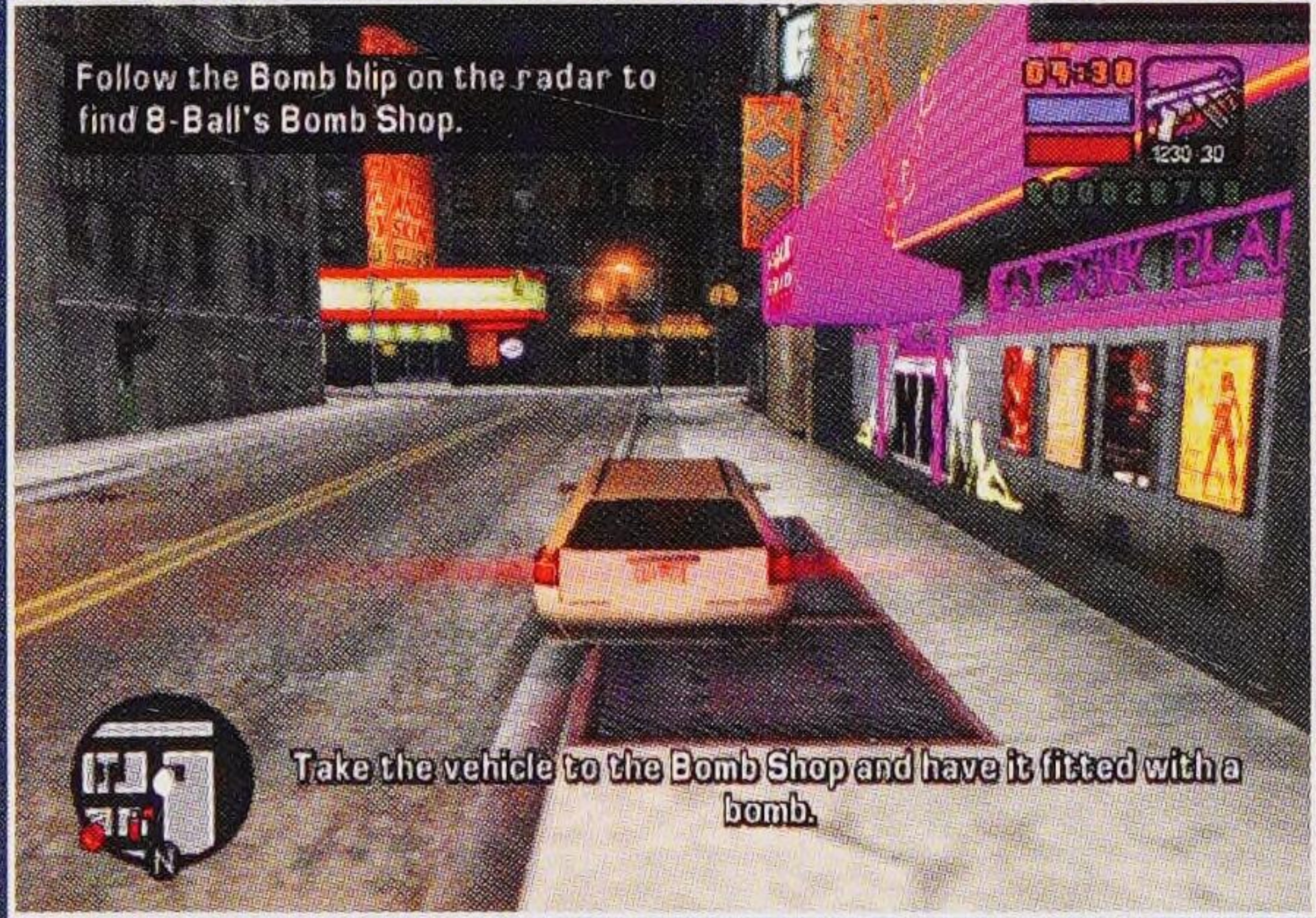




Get the truck away from the Casino before it blows!

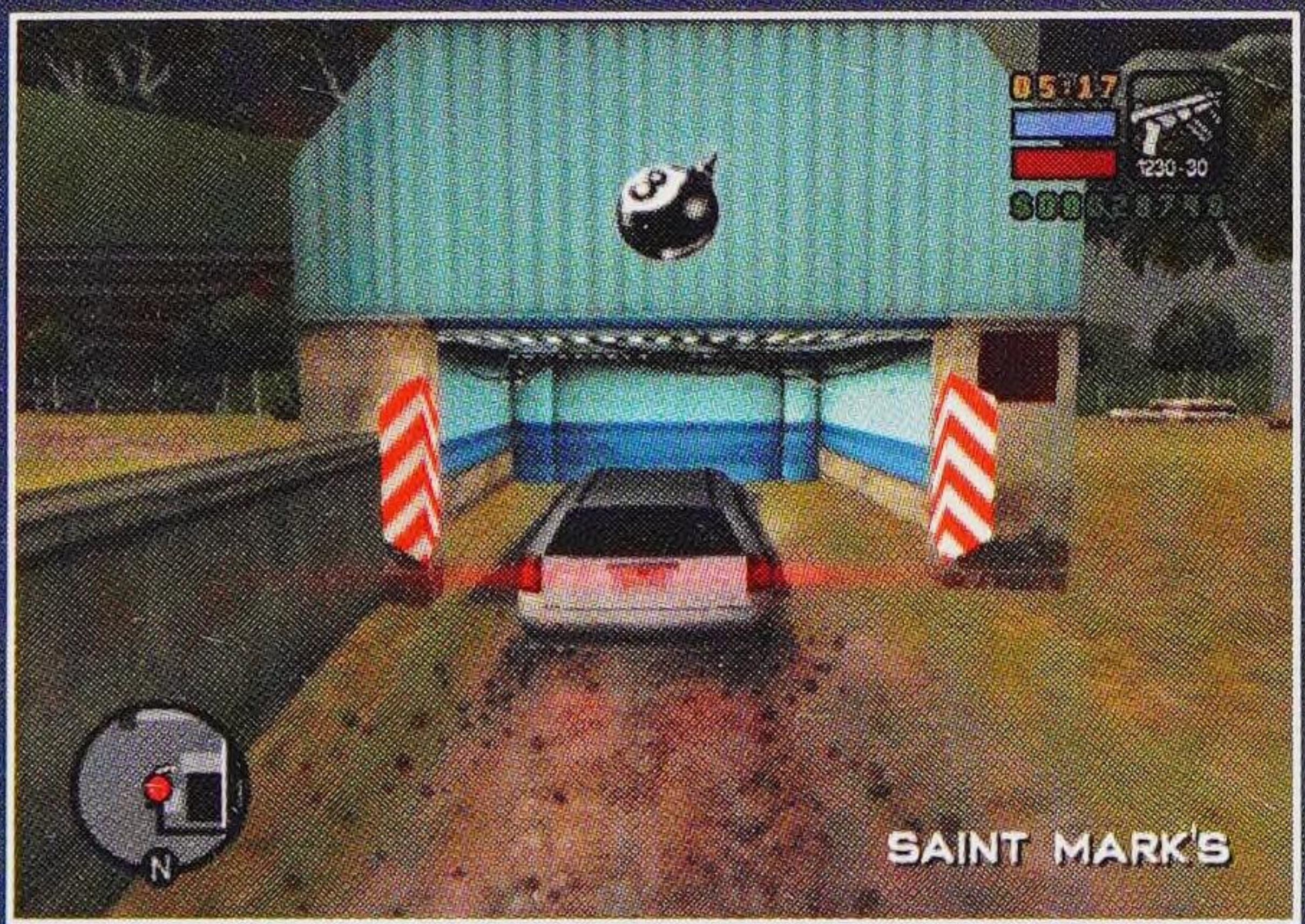






Follow the Bomb blip on the radar to find 8-Ball's Bomb Shop.

Take the vehicle to the Bomb Shop and have it fitted with a bomb.



BLOW UP 'DOLLS'

REWARD: $1500

UNLOCKS: Complete this mission along with Contra Banned and No Son of Mine to unlock Salvatore's Salvation.

OTHER UNLOCKABLES: Grenades at Ammu-Nation and car bombs at 8-Ball's bomb shop are available.

JD tells you of the Sindaccos' place, the Dolls House. He says it's a casino and a bordello all rolled into one. He suggests you blow it up to impress Salvatore and to cripple the Sindaccos' finances.

GET A SUITABLE VEHICLE AND FIT IT WITH A BOMB.

A suitable vehicle pretty much means no motorcycles. But if you grab a Sindacco Argento, you'll easily slip through their defenses. One of these white wagon-type vehicles can be found to the left as you exit the club's alley after taking the mission. Others can be found by driving all around the area during this mission. Grab an Argento and follow the bomb icon to 8-Ball's bomb shop in Harwood, next to the car dealership.

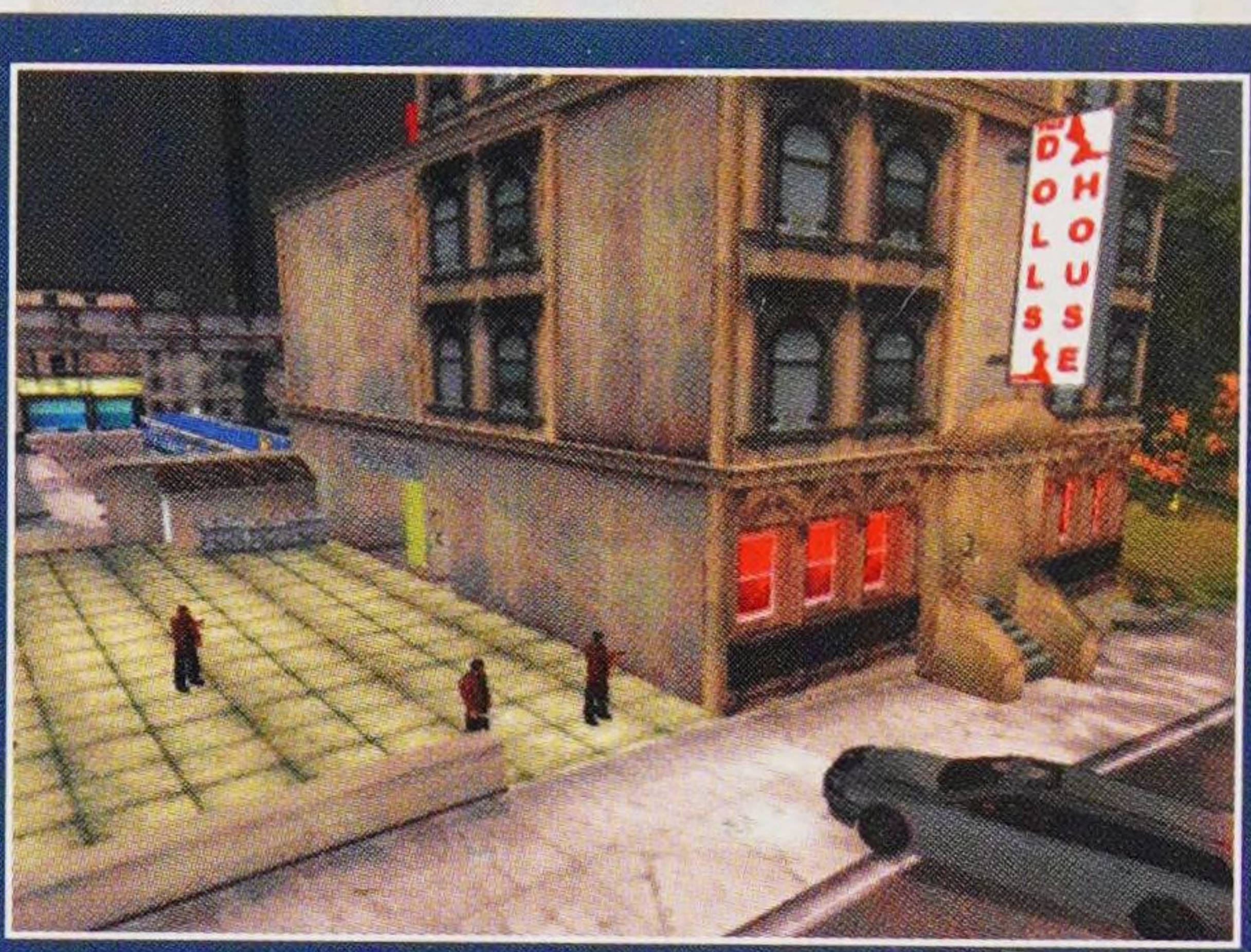
TAKE THE VEHICLE TO THE BOMB SHOP AND HAVE IT FITTED WITH A BOMB.

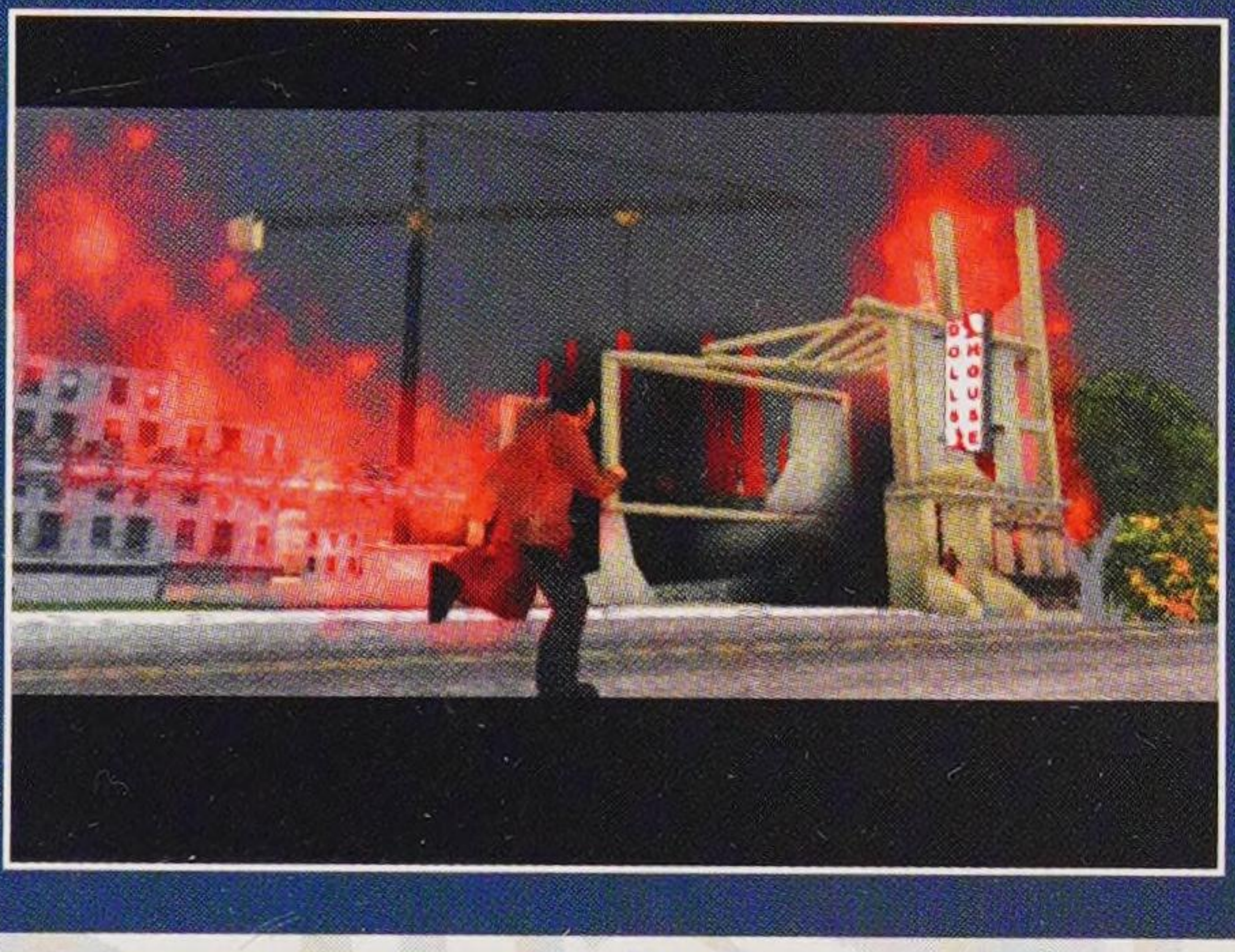
Pull into the bomb garage to fit the bomb **(8)**. Once the car is properly rigged, a Damage meter appears on the right side of the screen. You must make it to the Dolls House with minimal damage. If the Damage meter fills up, it's lights out!

TAKE THE VEHICLE AND PARK IT IN THE GARAGE AT THE DOLLS HOUSE.

Drive carefully; don't get nutty. Go with the flow of traffic. Pull into the Dolls House parking lot **(1)** with the Sindacco Argento and the Sindacco guards step aside, assuming you're a "new guy." Be patient and they get out of your way; don't run them over or they'll start shooting. Pull into the garage on the right, then exit the vehicle and run out of the garage. Continue over the back edge of the lot to the west and onto the street below.

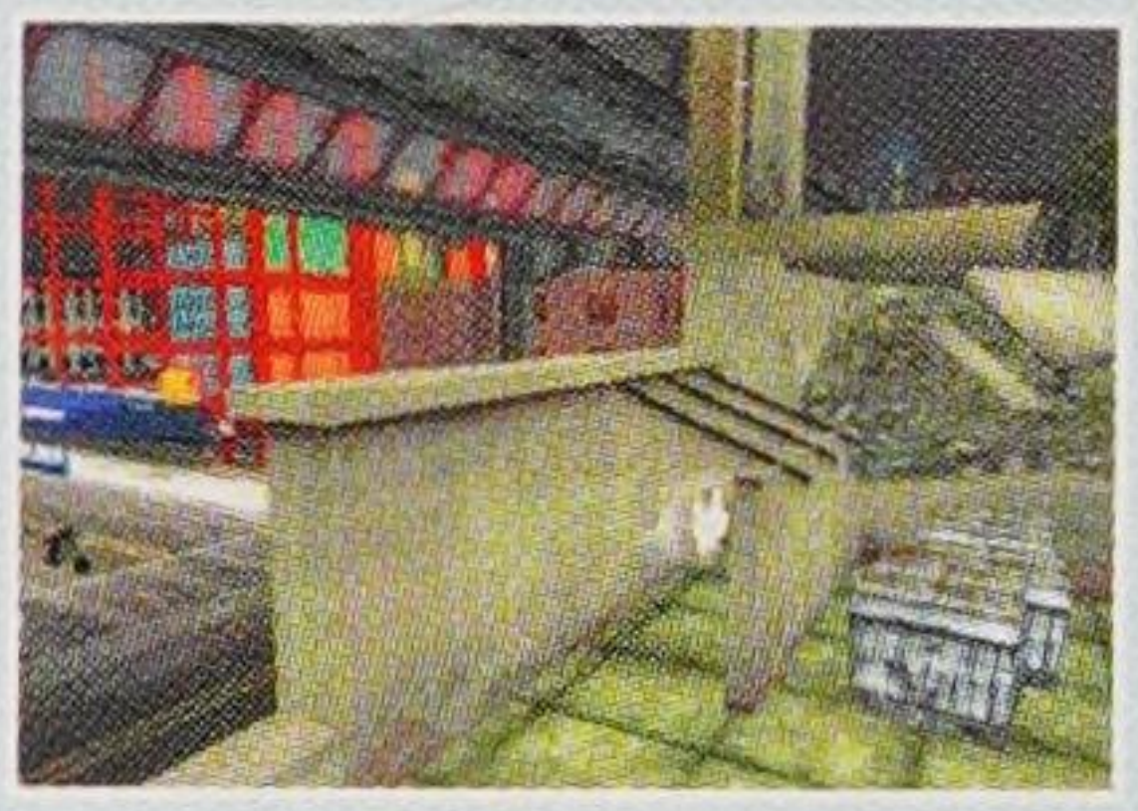
As soon as you exit the vehicle, the Sindacco guards realize that you're not one of them and open fire. The escape route we've provided on our mission map shows the fastest and safest path. As soon as you leave the lot and receive the detonation text message, press ◉ to detonate the bomb and destroy the Dolls House.





NEWLY AVAILABLE STUNT JUMP & HIDDEN PACKAGE

A Unique Stunt Jump and Hidden Package #14 become accessible once this mission is complete (see our Hidden Packages map in the back of this guide for details and locations). Molotov Cocktails can also be found in the ruins of the demolished Dolls House.



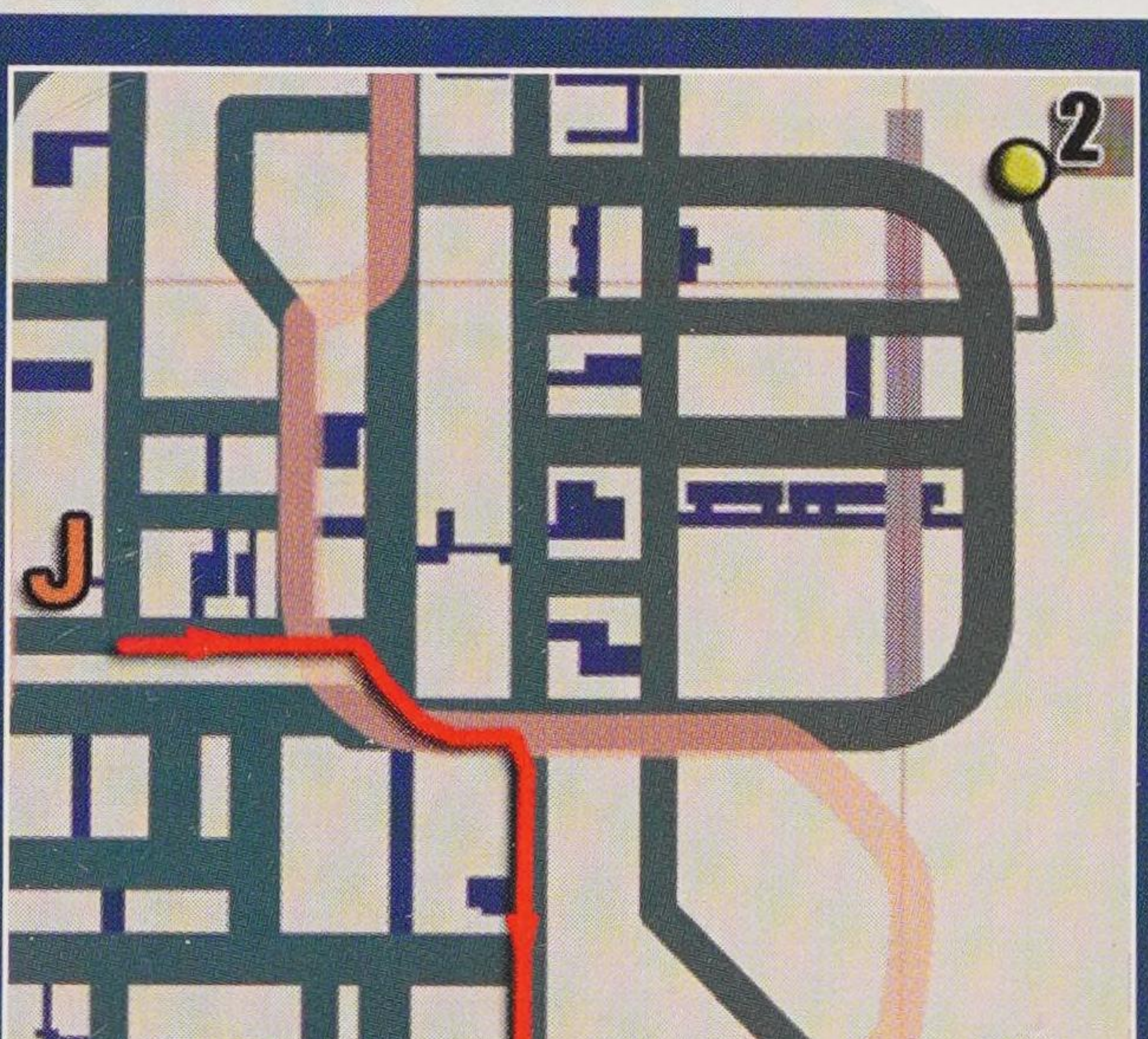
SALVATORE'S SALVATION

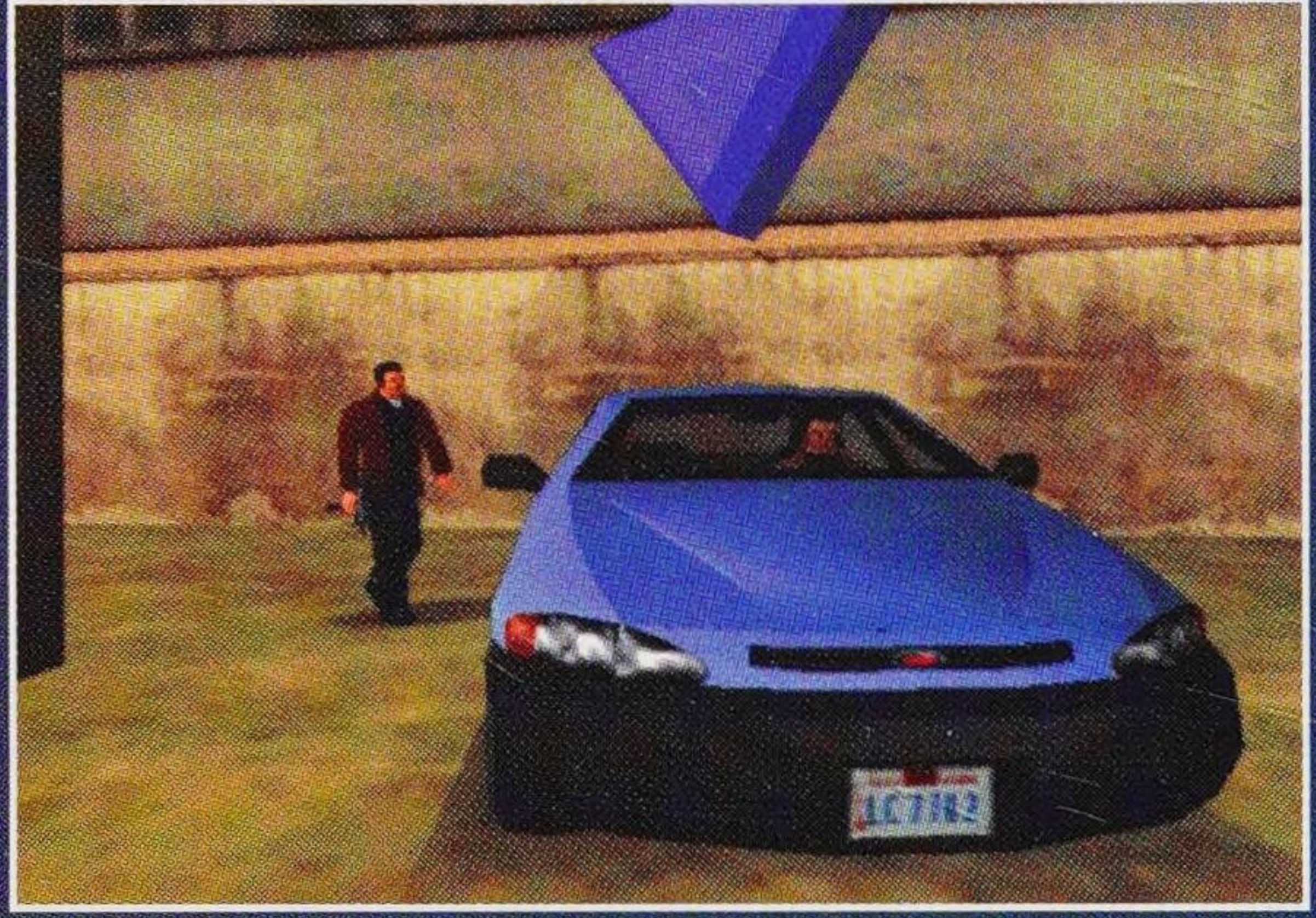
REWARD: $1500

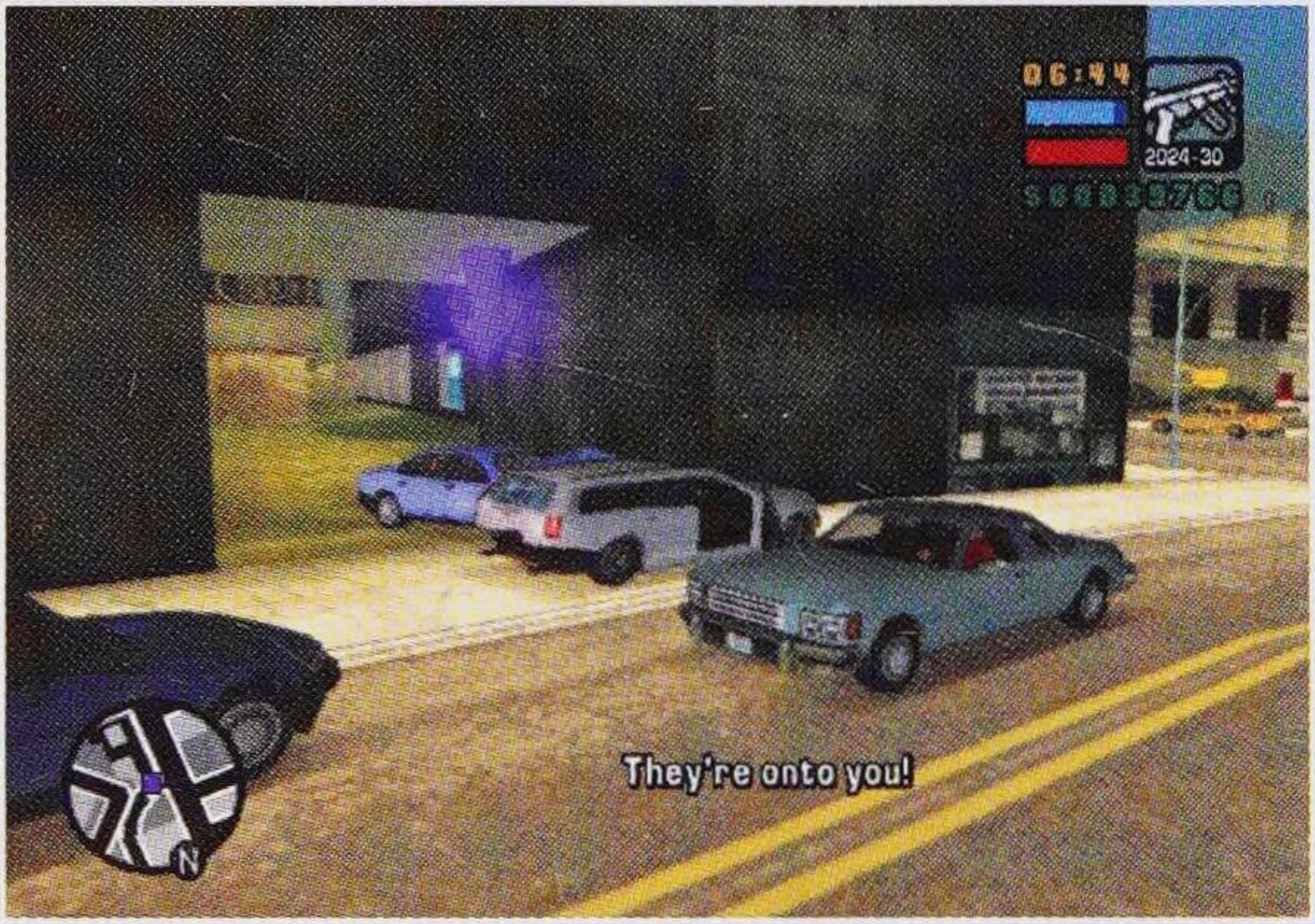
UNLOCKS: The Guns of Leone

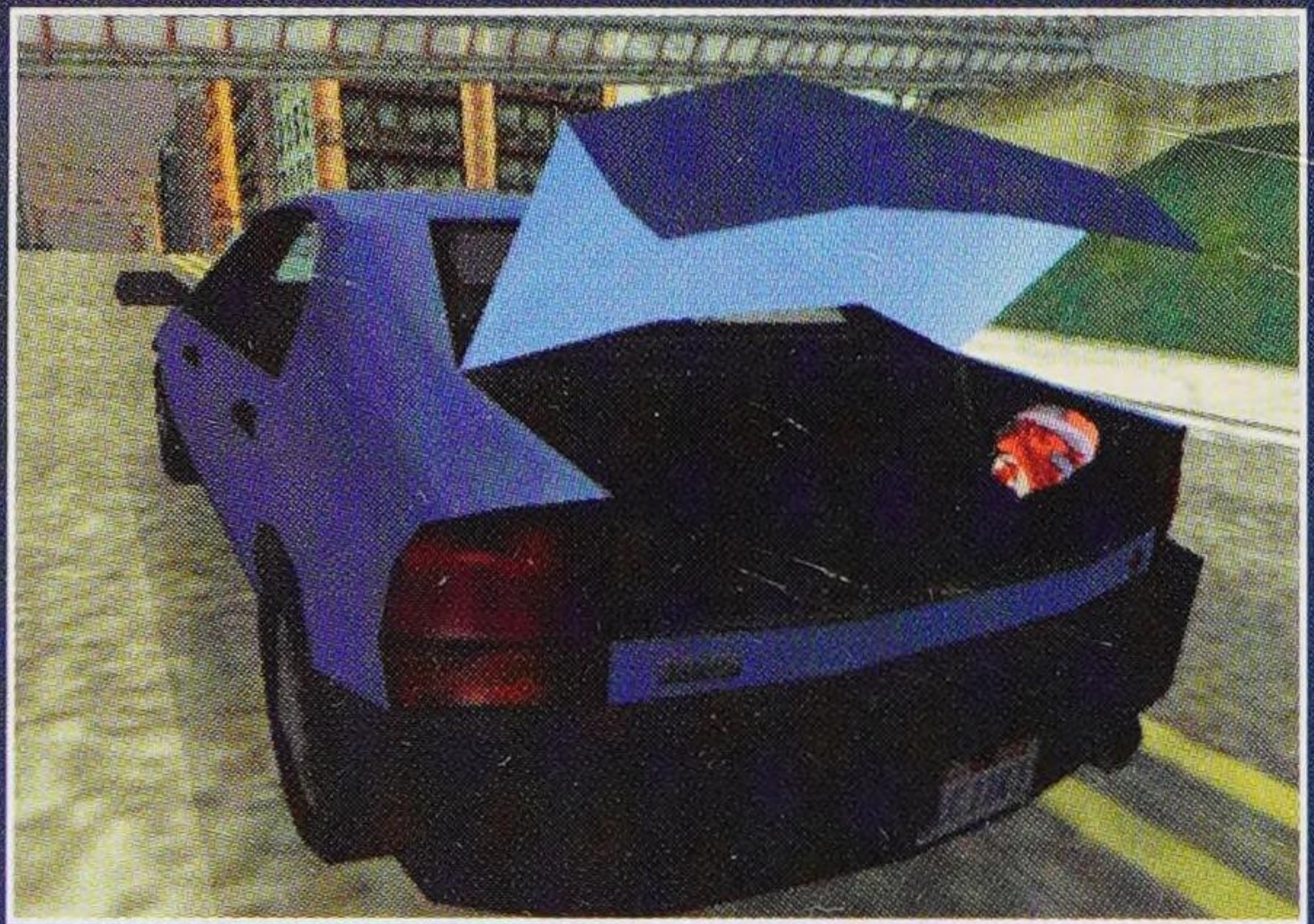
JD has witnessed the kidnapping of Salvatore from his club. Toni must first find out where they're holding him before making the rescue.

This mission is unlocked once *Blow Up Dolls*, *Contra Banned* and *No Son of Mine* is completed.









FOLLOW THE CAR, BUT KEEP A LOW PROFILE.

Take a durable vehicle to JD's **(J)** before you pick up the mission. After the opening cinematic and as you reach the street in front of Paulie's Review, JD points out the kidnappers' getaway car—a Kuruma. Quickly jack a car or use the one you brought to pursue that vehicle. Keep a safe distance from the escaping kidnappers, but don't let them get too far ahead of you either. Their vehicle appears as a red blip on the radar to help you track them down (also see the red route marker on our mission map). Follow the vehicle as it stops in Portland View, around the corner and south of the police station. The kidnappers make a quick stop **(1)** to meet a colleague who has further instructions from the boss. They are told to squish Salvatore with the crusher in Harwood.

RESCUE SALVATORE FROM THE CAR BEFORE THEY CRUSH IT!

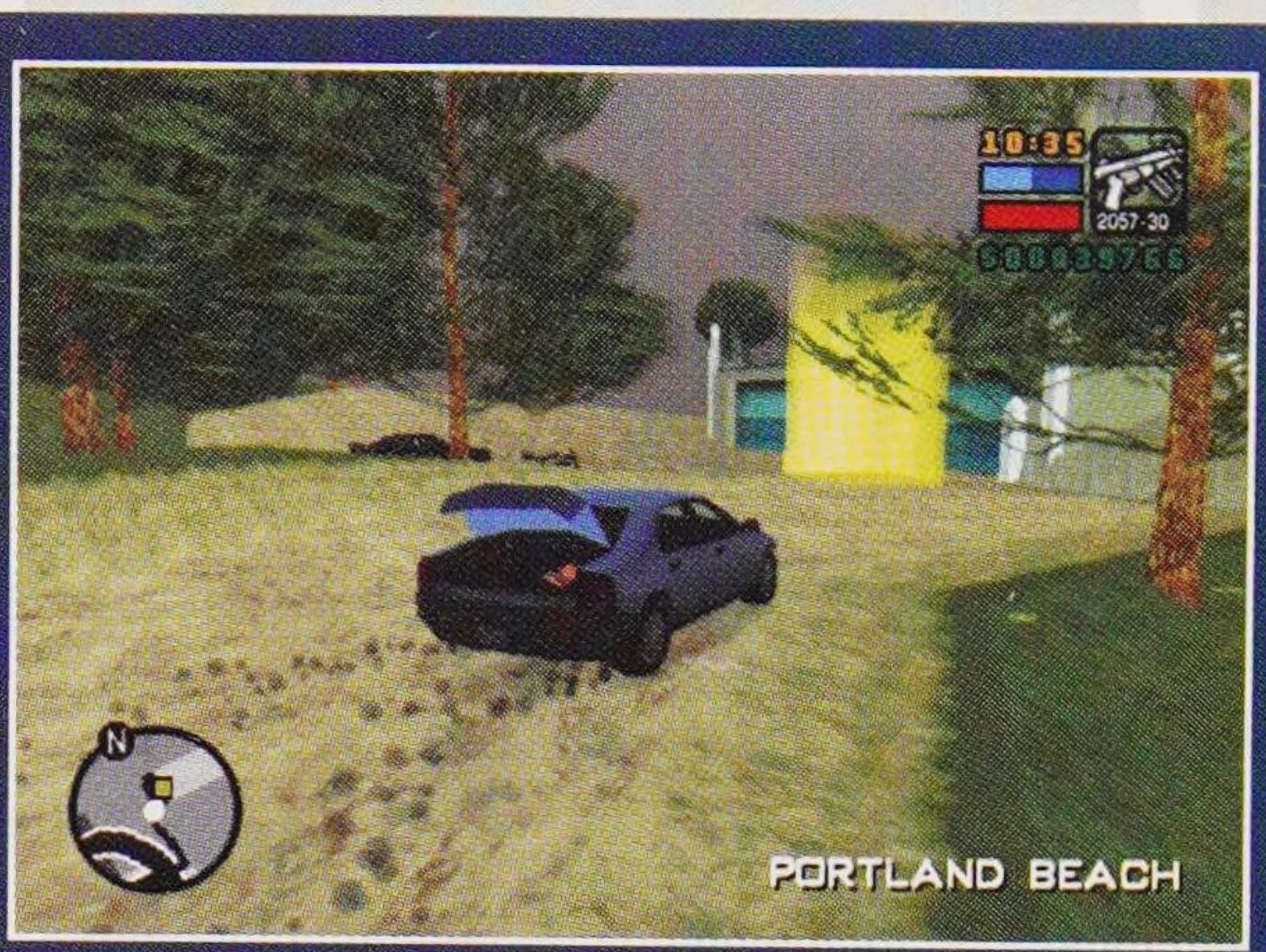
Now it no longer matters how close you are to the escaping kidnappers. Just don't shoot at the vehicle; Salvatore's in the trunk and he may be harmed if you're careless. A quick way to fail the mission is to spray bullets at the trunk of the getaway car. This kills Sal instantly.

You might think that blocking the alleyway exit is a good idea, but it doesn't usually force the kidnappers out of the car; they can push through almost any barricade you park in the way. Plus, they usually won't exit the vehicle until sufficient damage is done by ramming, or if they're in a jam so bad that there's no escape. Pursue the vehicle, ramming it every chance you get. Once the occupants exit the vehicle, quickly mow down the kidnappers and seize their Kuruma.

You must get them jammed up in traffic before they deliver the car to the crusher. If this machine is already lifting the car with Sal in the back, the mission is pretty much failed; you've got to save him before the car is hoisted by the magnet.

TAKE THE CAR TO SALVATORE'S.

Follow the yellow blip on the radar back to Leone's mansion in Portland Beach **(2)**. Pull into the yellow marker to complete the mission and collect your large reward and kudos from Sal.



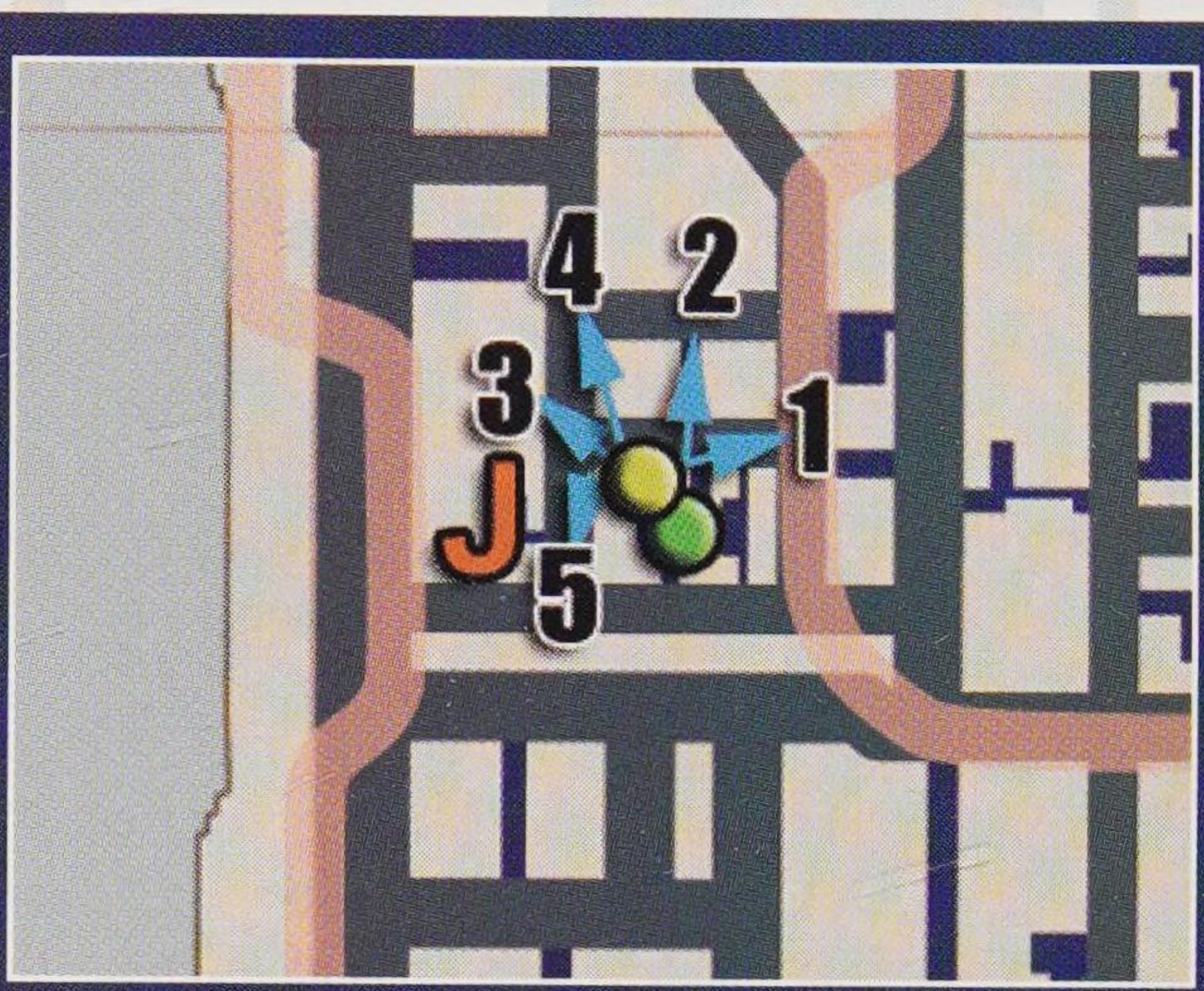
THE GUNS OF LEONE

REWARD: $3000

UNLOCKS: Calm Before the Storm

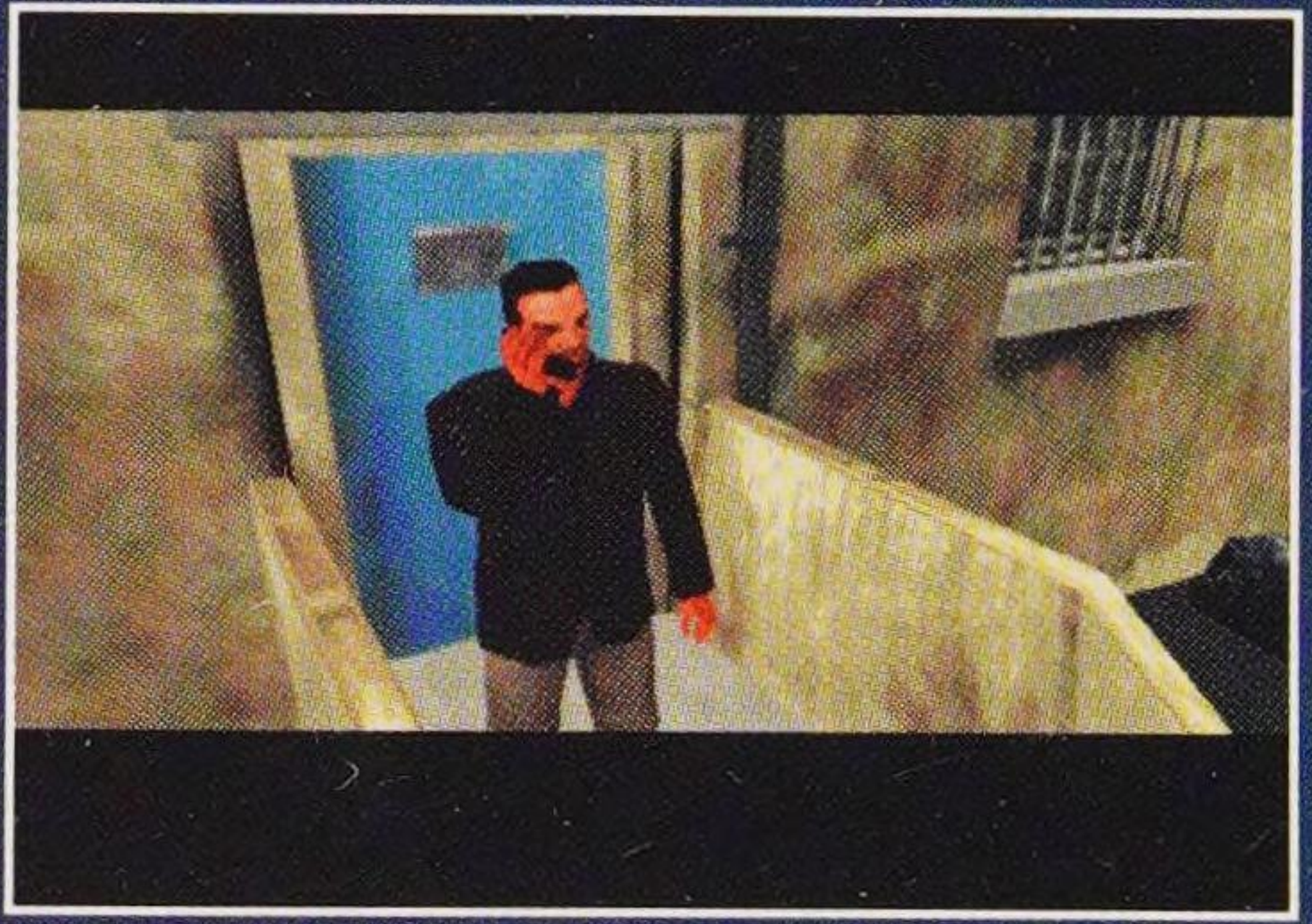
OTHER UNLOCKABLES: Sniper Rifle acquired and the Sindaccos are removed from the Red Light District.

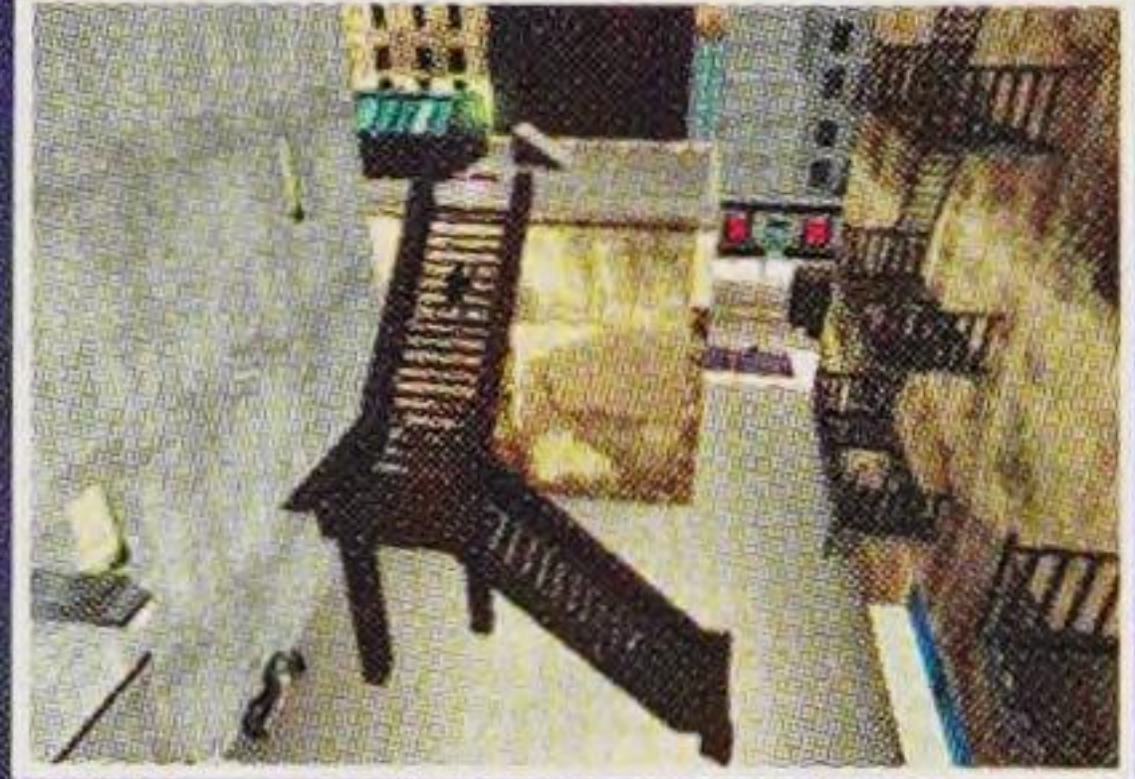
SALVATORE wants revenge! His goons are coming to clear the Red Light District of its Sindacco infestation. JD placed a sniper rifle on the rooftop across the street from his club. He wants you to keep Salvatore safe during the gang war.

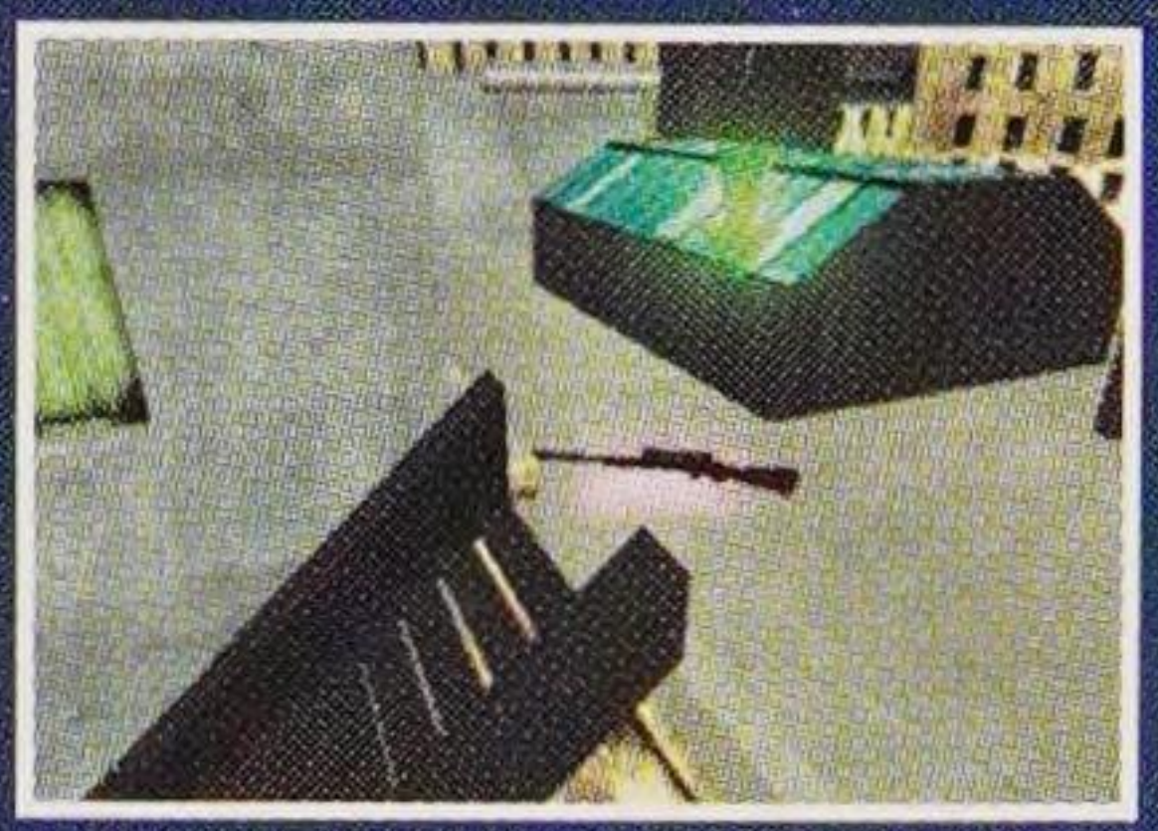


COLLECT THE SNIPER RIFLE ON THE ROOF.

Leave via the back alley of the strip club **(J)**, then head either left or right around the building across the street. Climb the stairs in the back alley to find the sniper rifle on the rooftop (the green dot on our mission map).

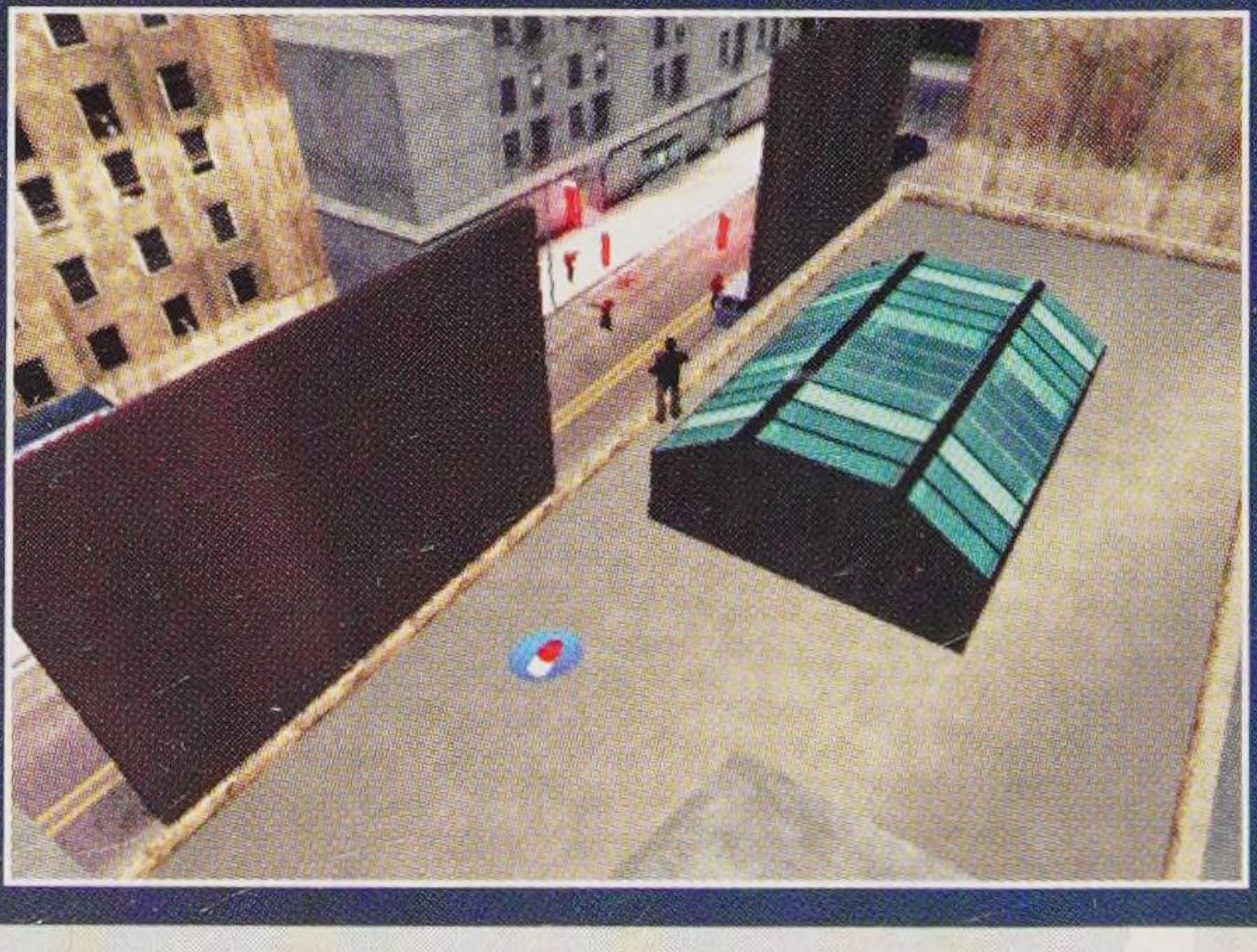


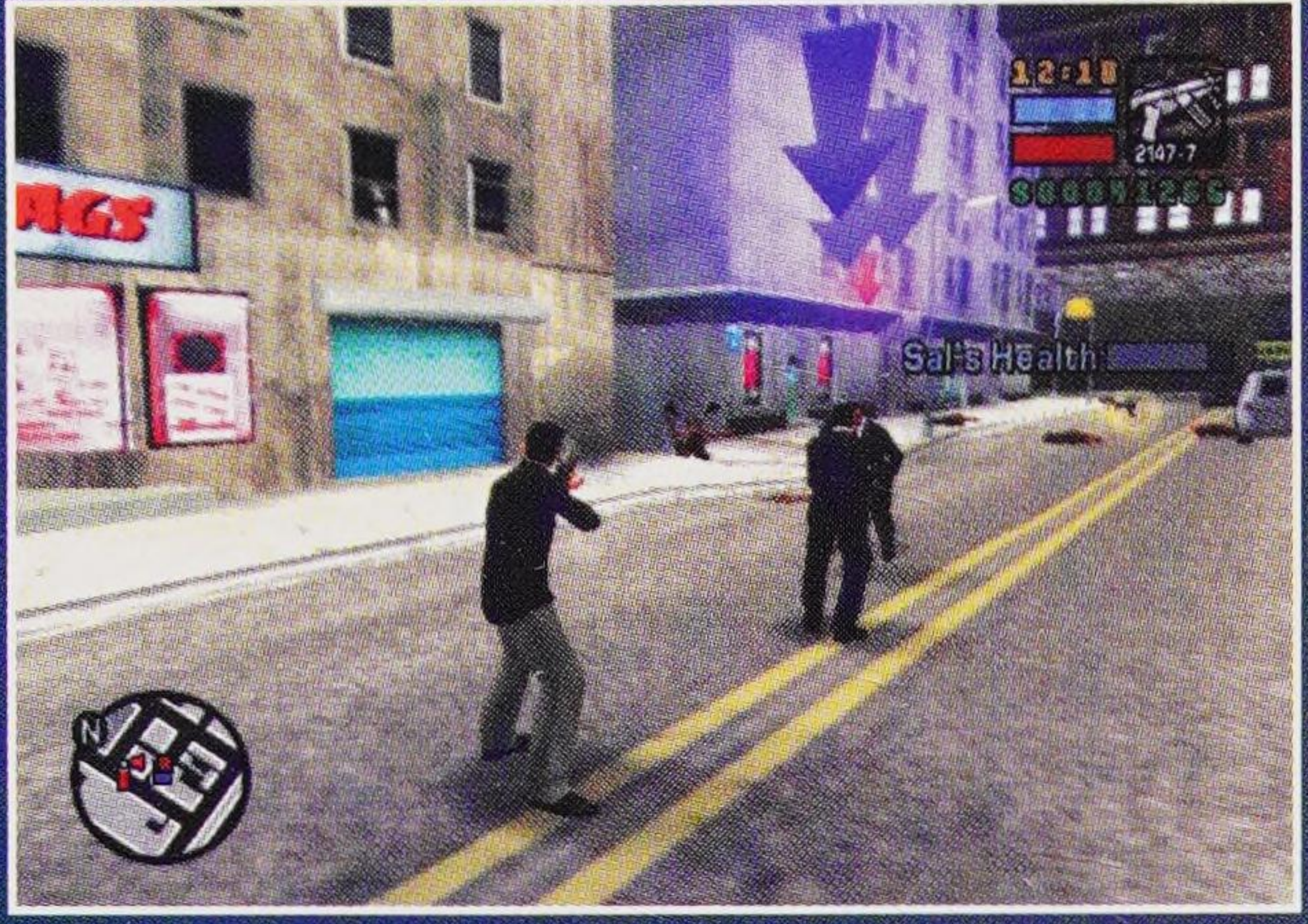


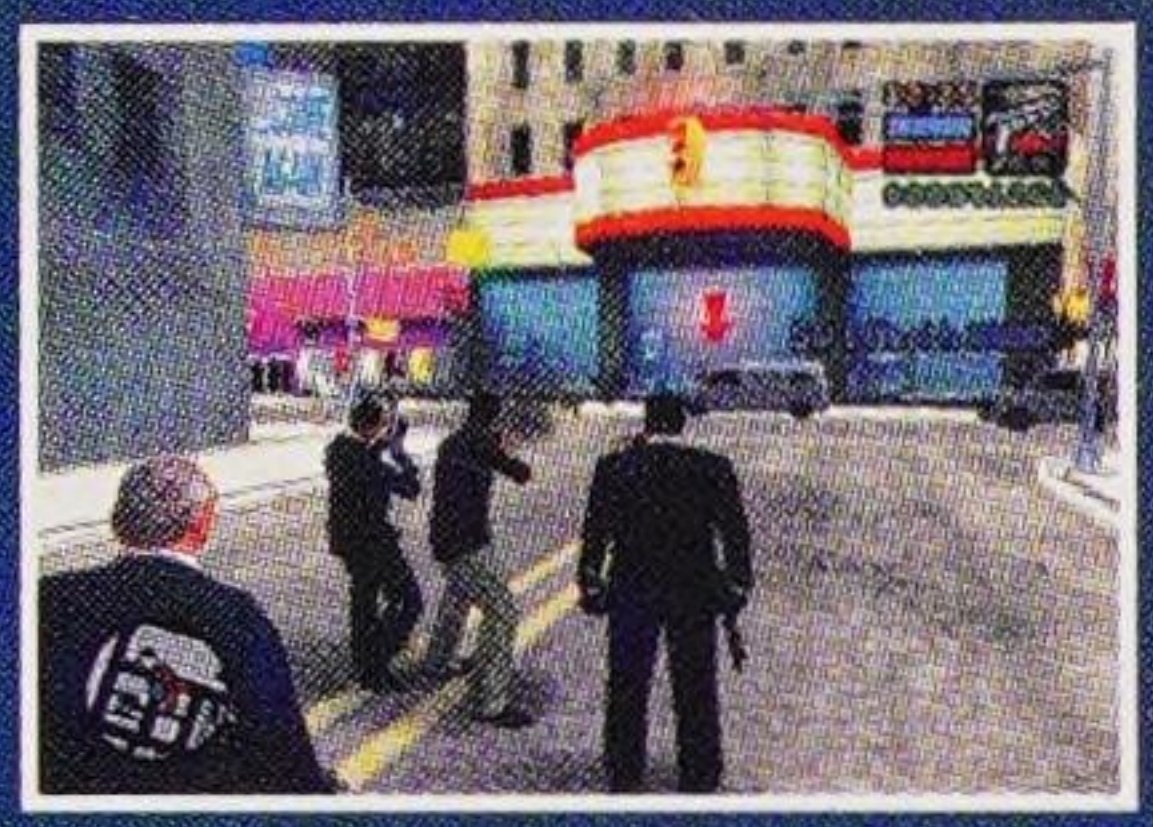


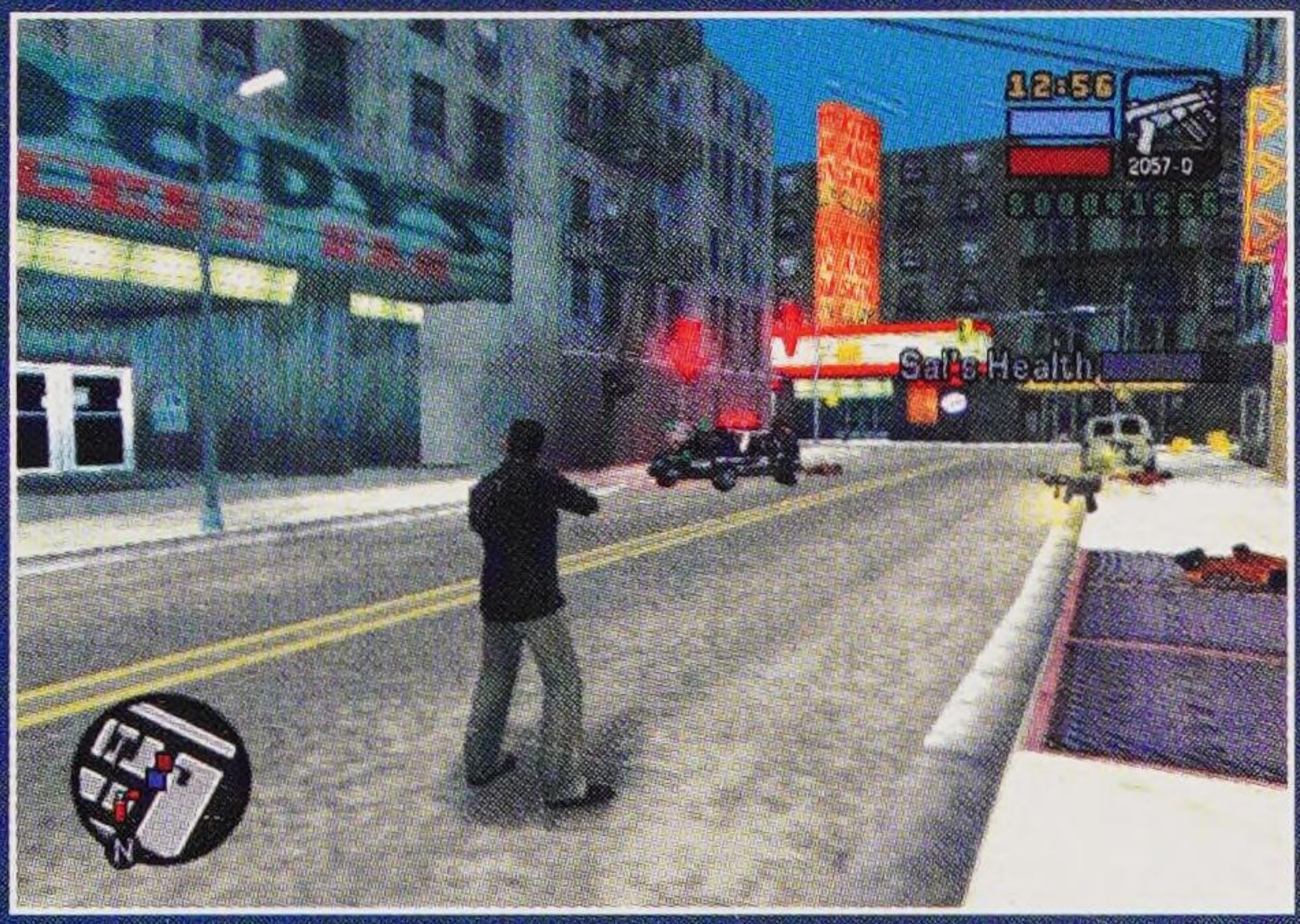
FIND A GOOD VANTAGE POINT BEFORE SALVATORE ARRIVES.

Once on the rooftop, follow the yellow blip on the map around the right side of the skylight to avoid passing through the Adrenaline before it could actually come in handy. Stop in the yellow marker between the skylight and the edge of the rooftop (the yellow dot on our mission map).









PROTECT SALVATORE FROM THE SINDACCOS.

A cinematic is triggered when you discover the sweet spot; Sindaccos and Leones fill the streets below. If you're not too quick with the sniper rifle, you may want to bring an AK-47 along for this mission. The Adrenaline helps for the first two waves, but wears off soon thereafter. Take aim over the edge of the rooftop and nail the three Sindaccos around the blue van they arrived in **(1)**. The goal is to keep the Salvatore Health meter (below your Wanted Level gauge) from draining. If it disappears completely, he dies and the mission is failed.

Stay in position. A few more Sindaccos run out of the alley across the street **(2)** as your men below move forward (west). Shoot these two guys, then aim and fire at the four Sindaccos that trickle out of the van in the west intersection **(3)**. To see the Sindaccos closest to your building, you may have to move to the west end of the rooftop or drop down to the street below; the Leones draw a lot of the enemy fire, so you'll stand a fair chance on the front lines.

Once at the west end of the rooftop (or in the intersection), aim downward to the street to the north to plug the single Sindacco in the next intersection near the Pay 'n' Spray **(4)**. Once he's eliminated, your troops move closer to JD's club. Clear the three Sindaccos from the club area and the cops arrive **(5)**.

Shooting the two cops brings a two-star Wanted Level, but it must be done to protect Leone from their shotgun fire. Don't stress it, just finish the mission and the Wanted Level disappears. After finishing off the cops, Leone runs in the back of the club, toasts some guy, and the mission is complete.

RED LIGHT GETS THE GREEN LIGHT

Completing *The Guns of Leone* clears the Sindacco threat from the Red Light District for good. You can now travel through this area without being attacked.

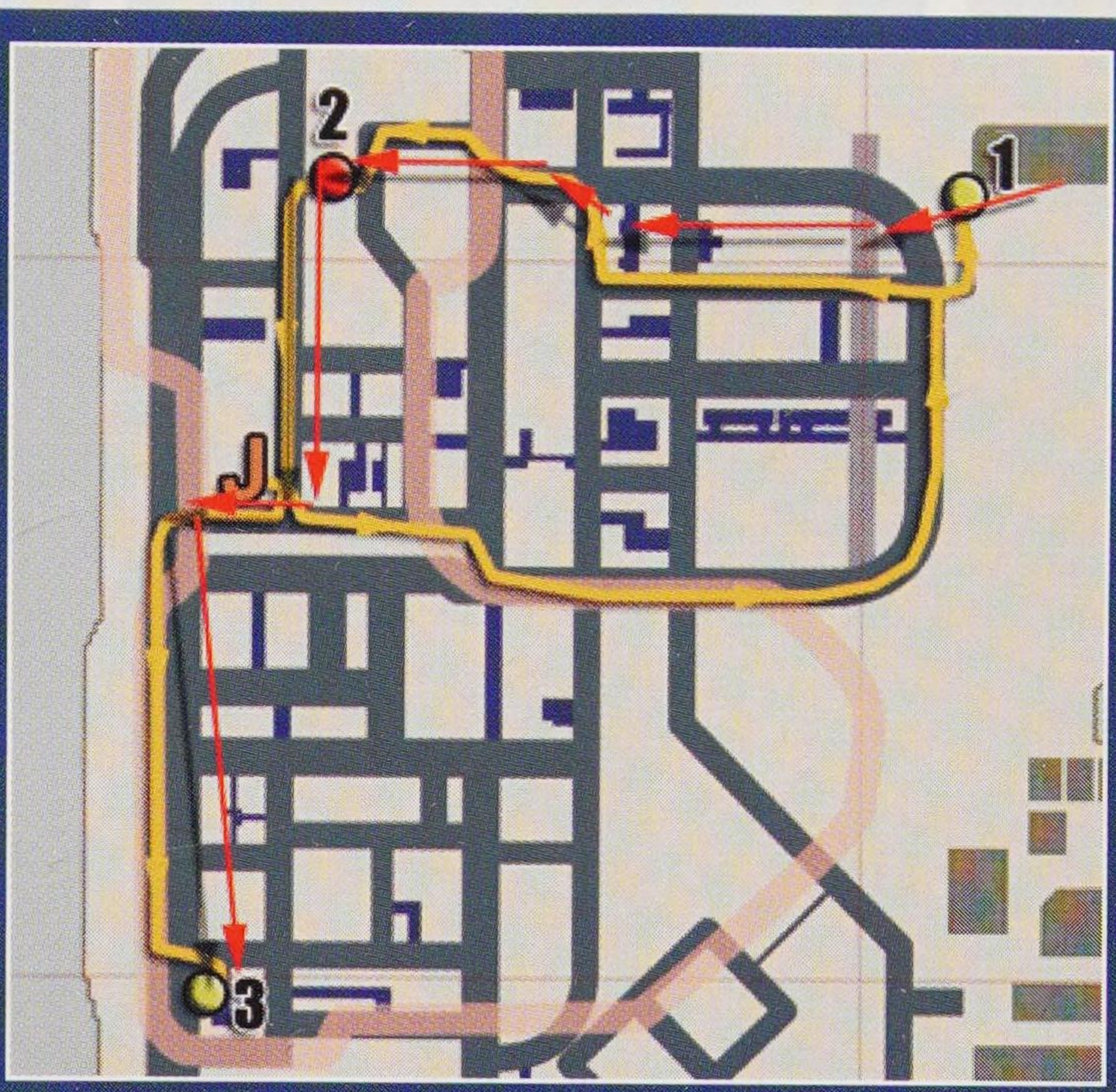
CALM BEFORE THE STORM

REWARD: $1000

UNLOCKS: The Made Man

OTHER UNLOCKABLES: Triads and Diablo gangs grow to hate Toni and the Sindaccos are removed from Portland.

SALVATORE doesn't trust the Sicilian fixer, Massimo Torrini. Massimo has broken a deal between the Sindaccos and the Leones—one that would see the Sindaccos pull out of Portland. Salvatore smells a rat and wants Toni to watch him.

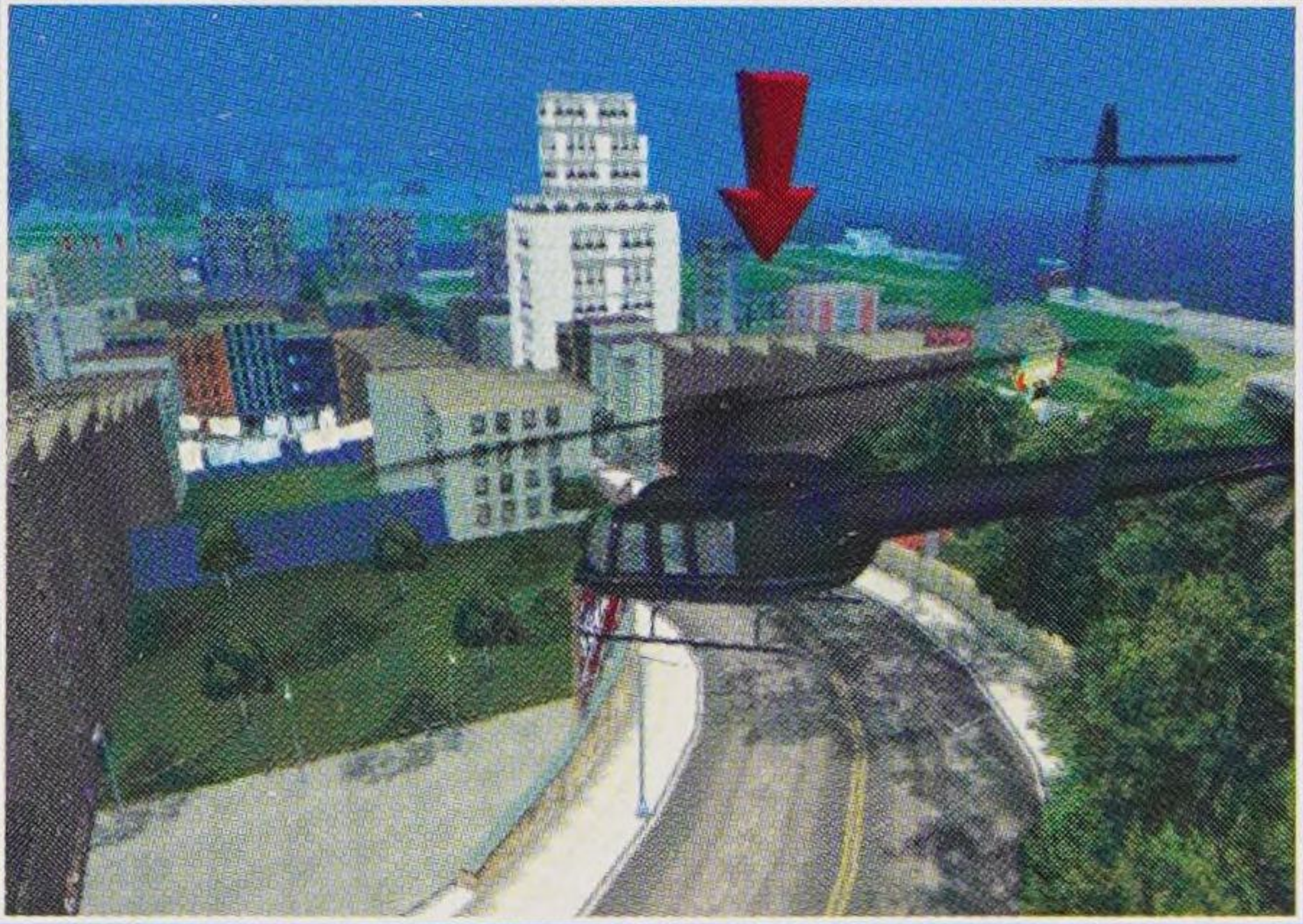


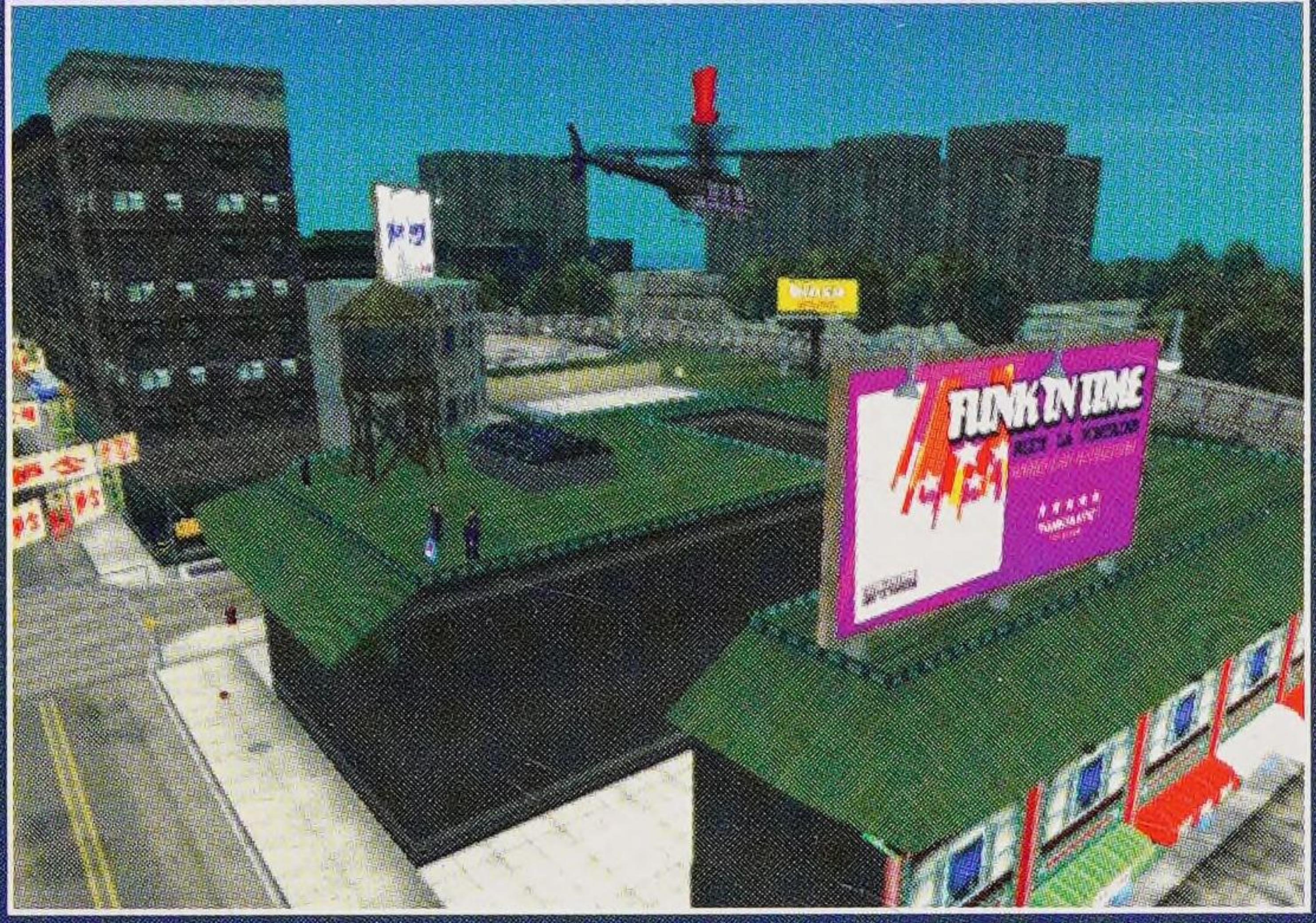
REACH SALVATORE'S MANSION. MASSIMO IS LEAVING IN TWO GAME HOURS.

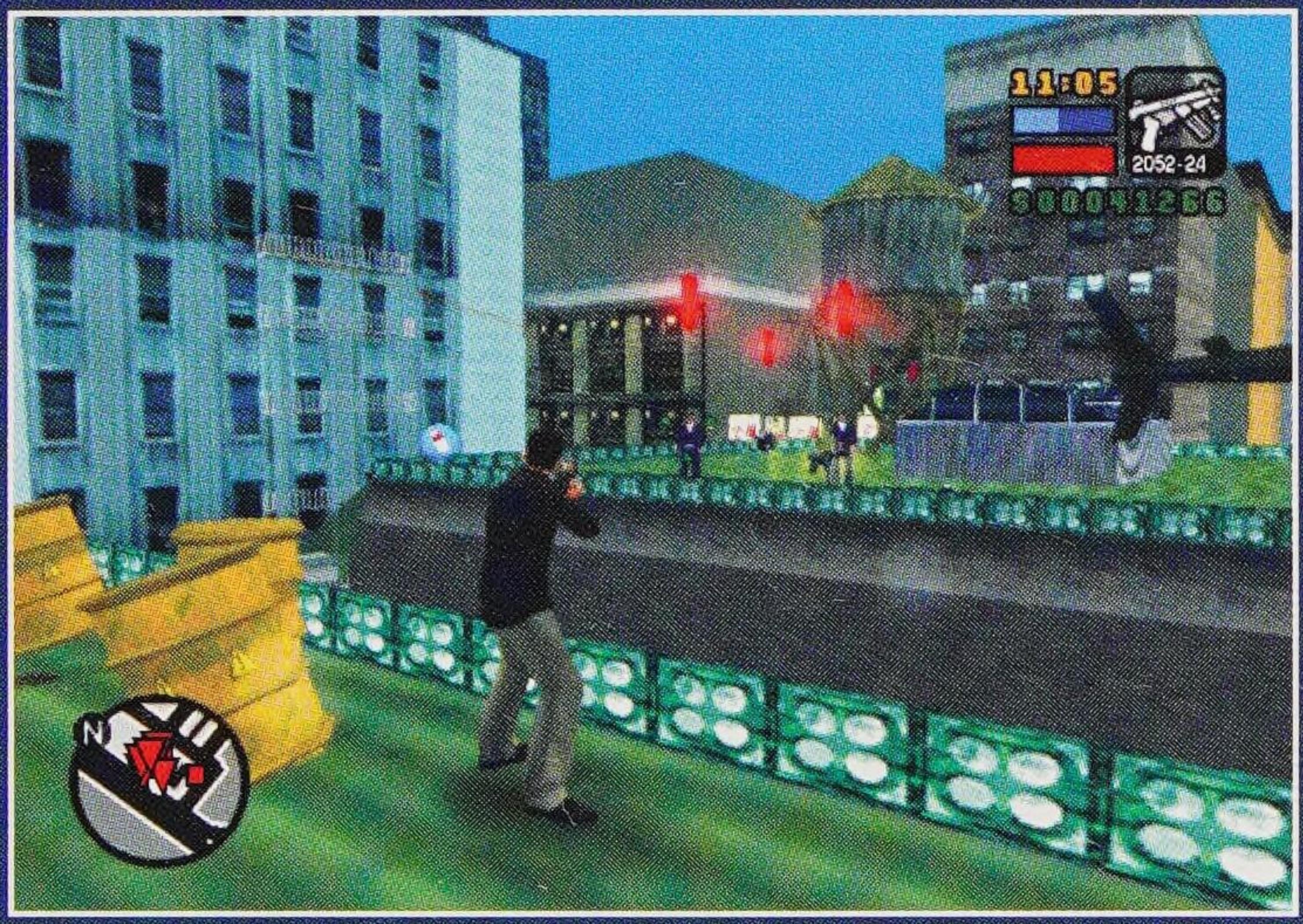
Jack a car **(J)** or maybe the Freeway, in the alley across the street and race to Salvatore's mansion in Portland Beach **(1)**. Stop in the yellow marker near Leone's steps. A cinematic shows Massimo entering a helicopter.

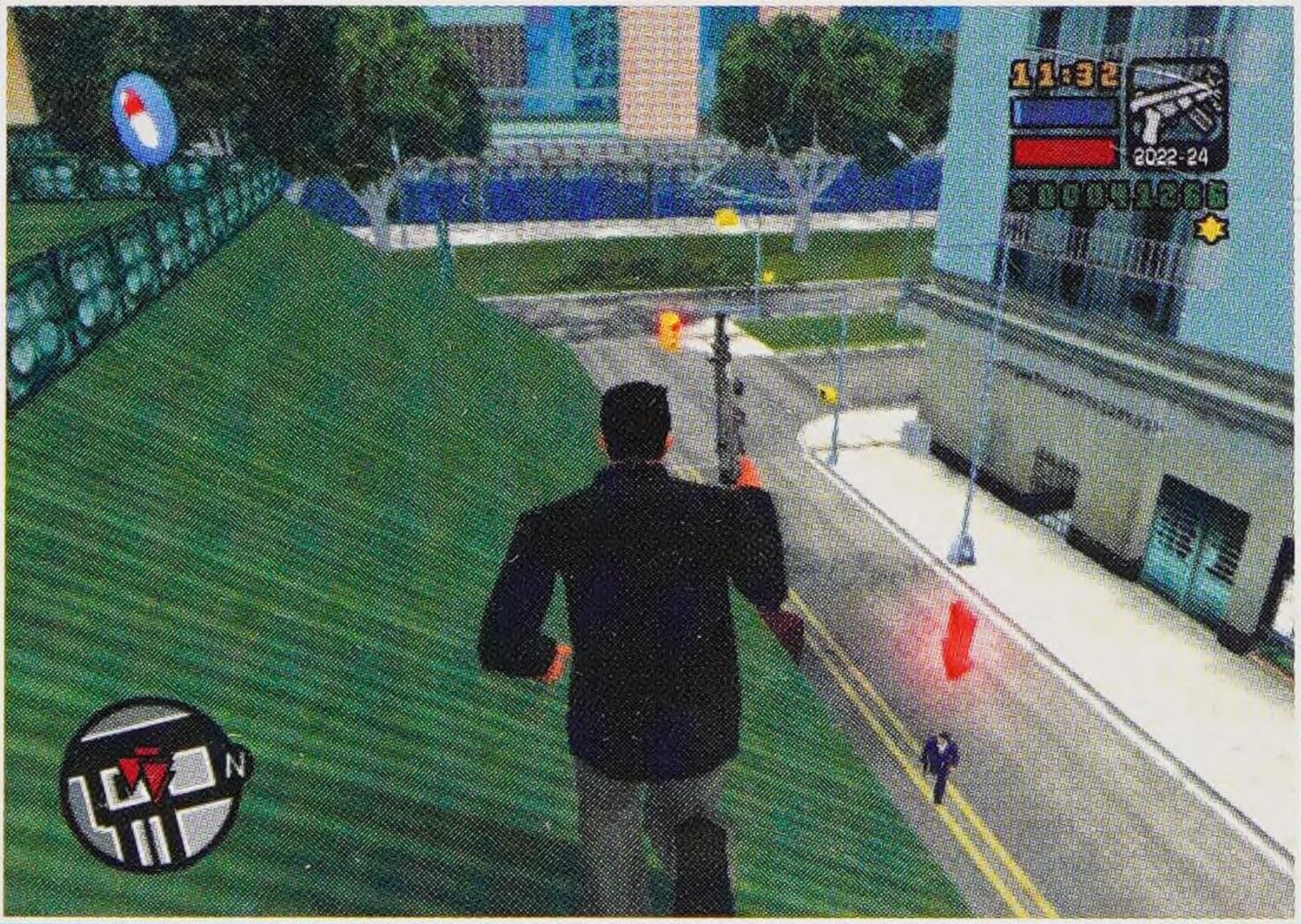
FOLLOW MASSIMO. DON'T LOSE HIM!

Massimo's helicopter is represented by a red triangle on the radar (see the red arrows on our mission map). Drive through town, trying to stay as close to the helicopter as possible. You travel due west to Hepburn Heights where he lands in the construction site **(2)**. As you and he approach the site, a cinematic shows him land and promise his Sicilian crew, the Diablos, that this territory will be theirs. Then he takes to the skies again.









HE'S MOVING OFF... FOLLOW HIM AGAIN.

Cut through the construction site and head south past Pay 'n' Spray, following the helicopter once again. Continue along the shoreline drive into Chinatown. The chopper lands on a Chinatown rooftop **(3)**.

YOU MUST GET IN CLOSER.

Follow the yellow blip to the building where the helicopter landed. Find the large roof access stairwell in the alley with the Health power-up. With full Health and Armor, while packing a submachine gun or AK-47, head up the stairs to the rooftop for a showdown.

TAKE OUT THE TRIADS!

You interrupt Massimo in the middle of a secret meeting with the Triad boss. He's offering him protection when his Diablos are in control of the city. When the cinematic ends, you must mow down all the Triads with red arrows over their heads. They also appear as red blips on the radar.

The AK-47 does a fine job of taking down all the Triads from the top of the stairs. Move around and shoot the sniper in the far southeast rooftop corner to collect the money and guns from the dead. Run through the Adrenaline on the rooftop and jump down to the awning just below the Adrenaline. Shoot down at the Triads on the street below. Sniping from the awning works well, too.

When the Triads get under the awning, you must head down to the street and finish them off. Using the Adrenaline allows you to jump down to the street from the awning while taking little to no damage. Plus, this also takes the remaining Triads by surprise. In the slow motion state, you can quickly turn and gun them down with little effort. Finish off all the Triads on the radar and the mission is complete.

THE MADE MAN

REWARD: $1500

UNLOCKS: The Portland Chainsaw Masquerade if you completed Hot Wheels.

JD thinks he is going to become a made man today. Toni escorts him to a car delivered personally by Mickey Hamfists, a friend and a Leone heavy. It's an honorable occasion.

GET IN THE CAR AND DRIVE JD TO BE "MADE."

Mickey takes a back seat and JD rides shotgun. Enter the driver's seat of the Leone Sentinel with the blue arrow overhead **(J)**.

DRIVE TO THE CEREMONY.

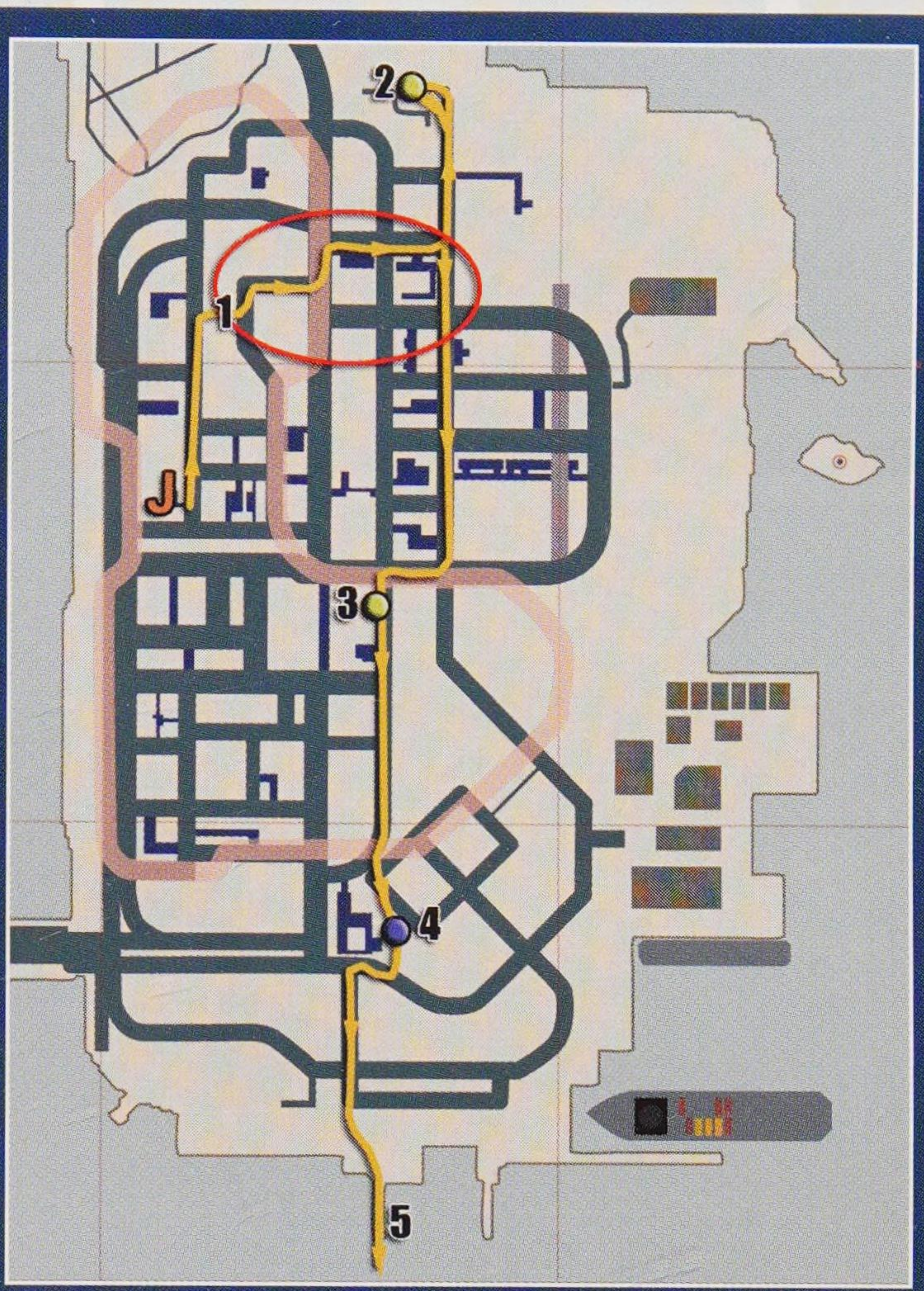
Follow the yellow blip to the yellow marker in Harwood. As you pass the construction site in Hepburn Heights **(1)**, Sindacco hitmen attack.

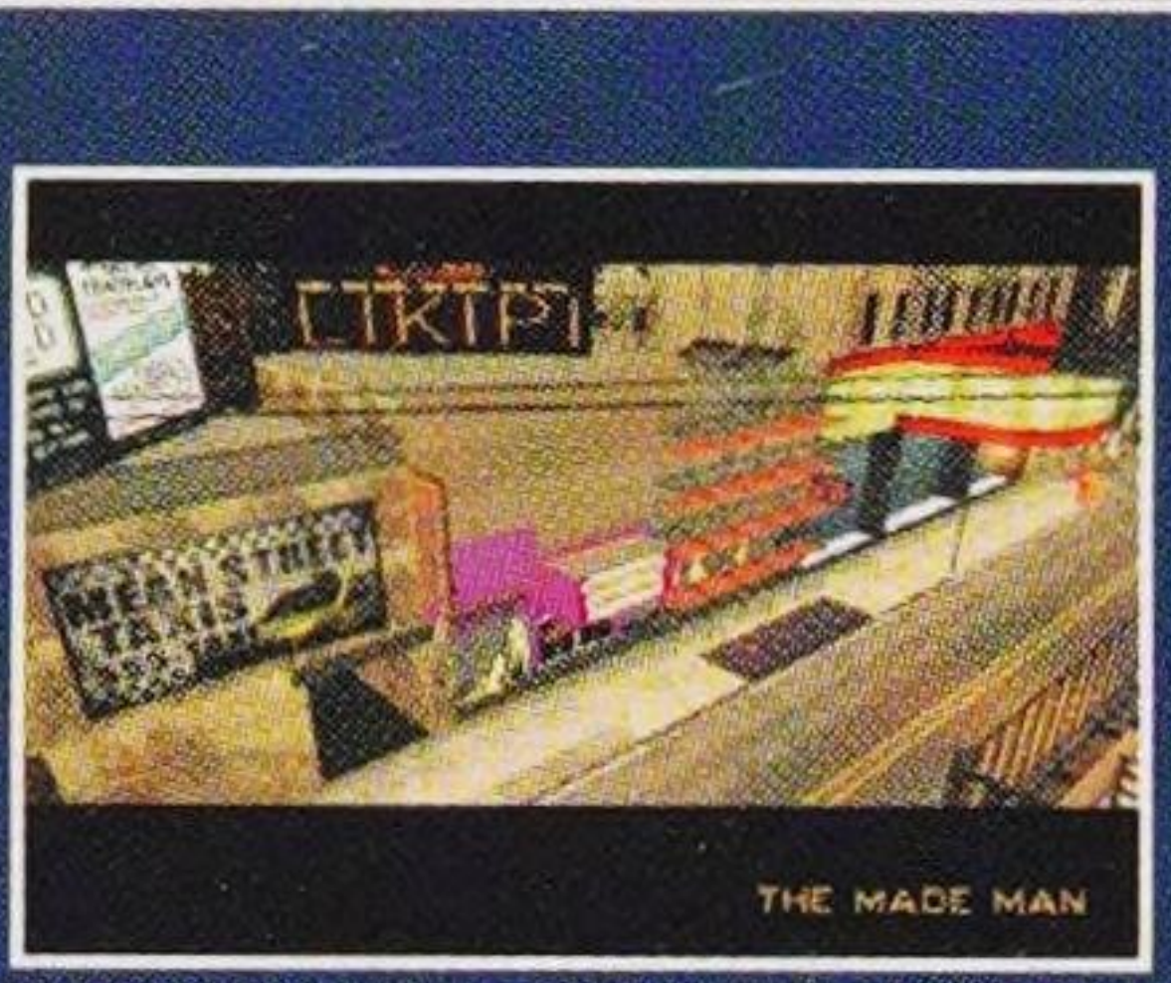
TAKE OUT THE SINDACCO HITMEN BEFORE THEY WHACK JD!

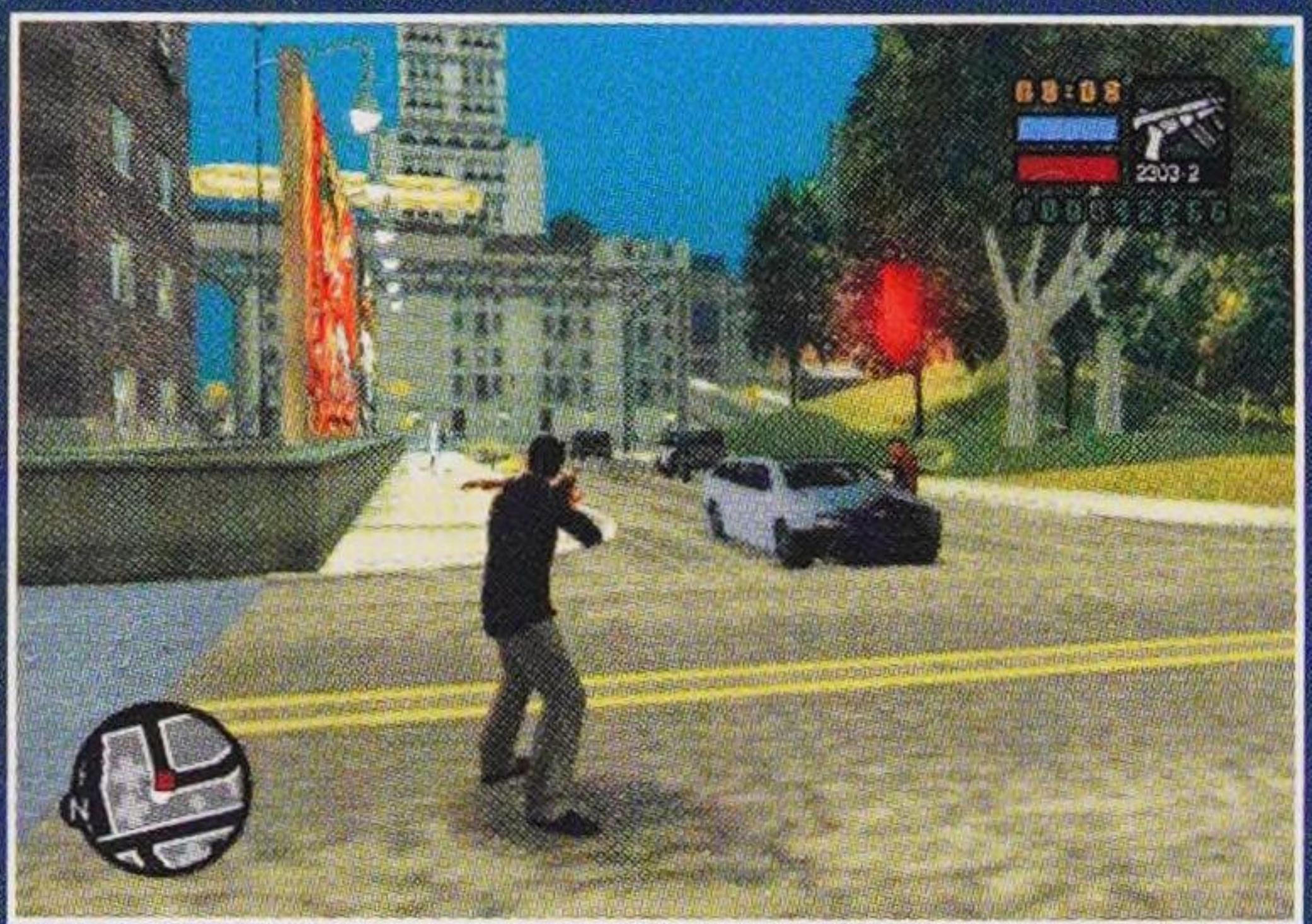
Three red blips representing Sindacco hitmen appear on the map and radar. One AK-47 wielding Sindacco travels in a cab, another in a Sindacco Argento. There are three hitmen in all. The easiest way to take them out is to get them jammed up in traffic or wherever necessary to keep them from moving in their vehicle. This forces them to flee on foot. They fire on sight at this point, but are also extremely vulnerable. Run them over! When all three are dead, your original objective is reinstated.

DRIVE TO THE CEREMONY.

Follow the yellow blip to the car crusher in Harwood **(2)**. Mickey whacks JD from the backseat. Once a snitch, always the snitch. Salvatore would never be able to trust a man that snitches on his boss.

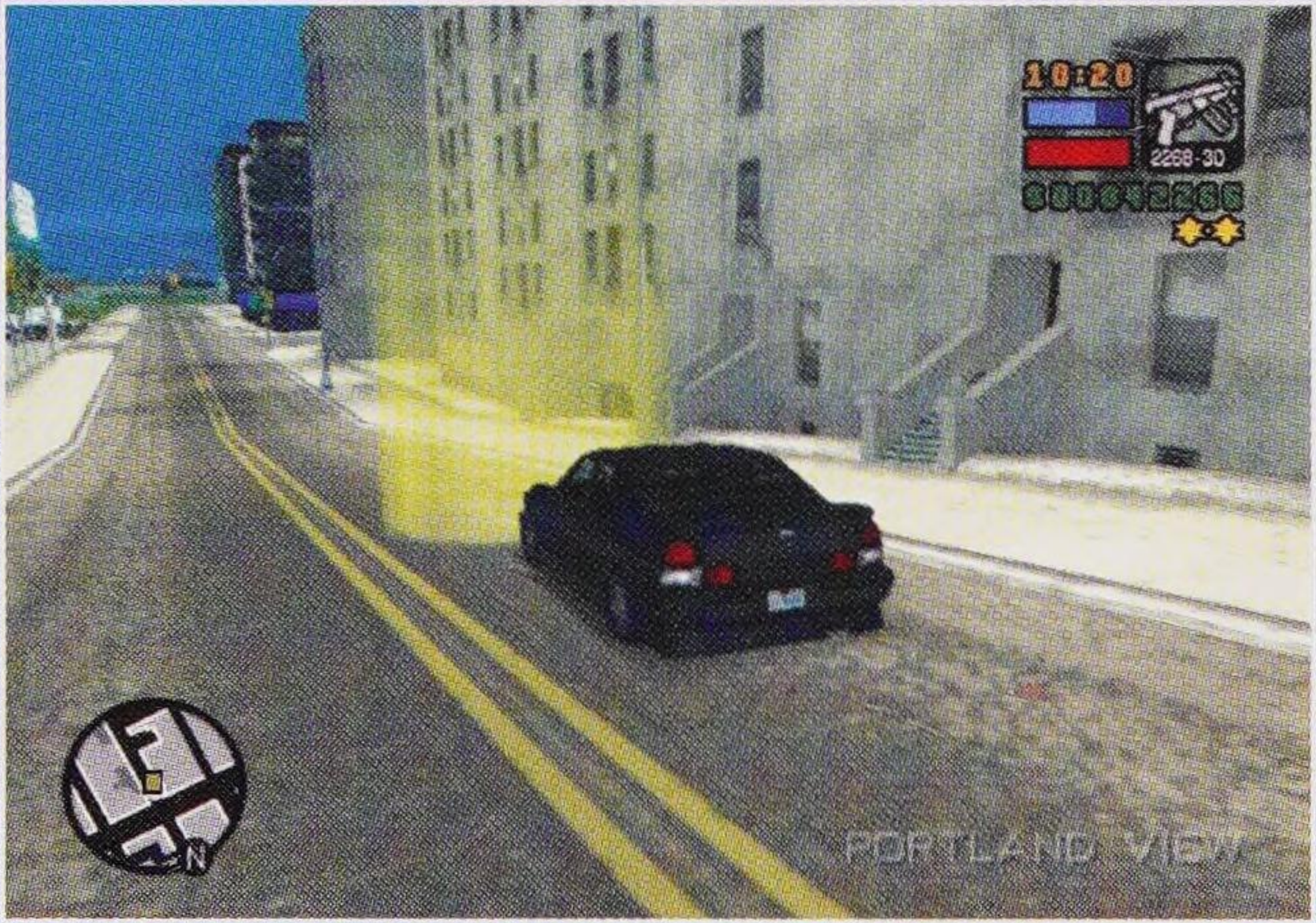


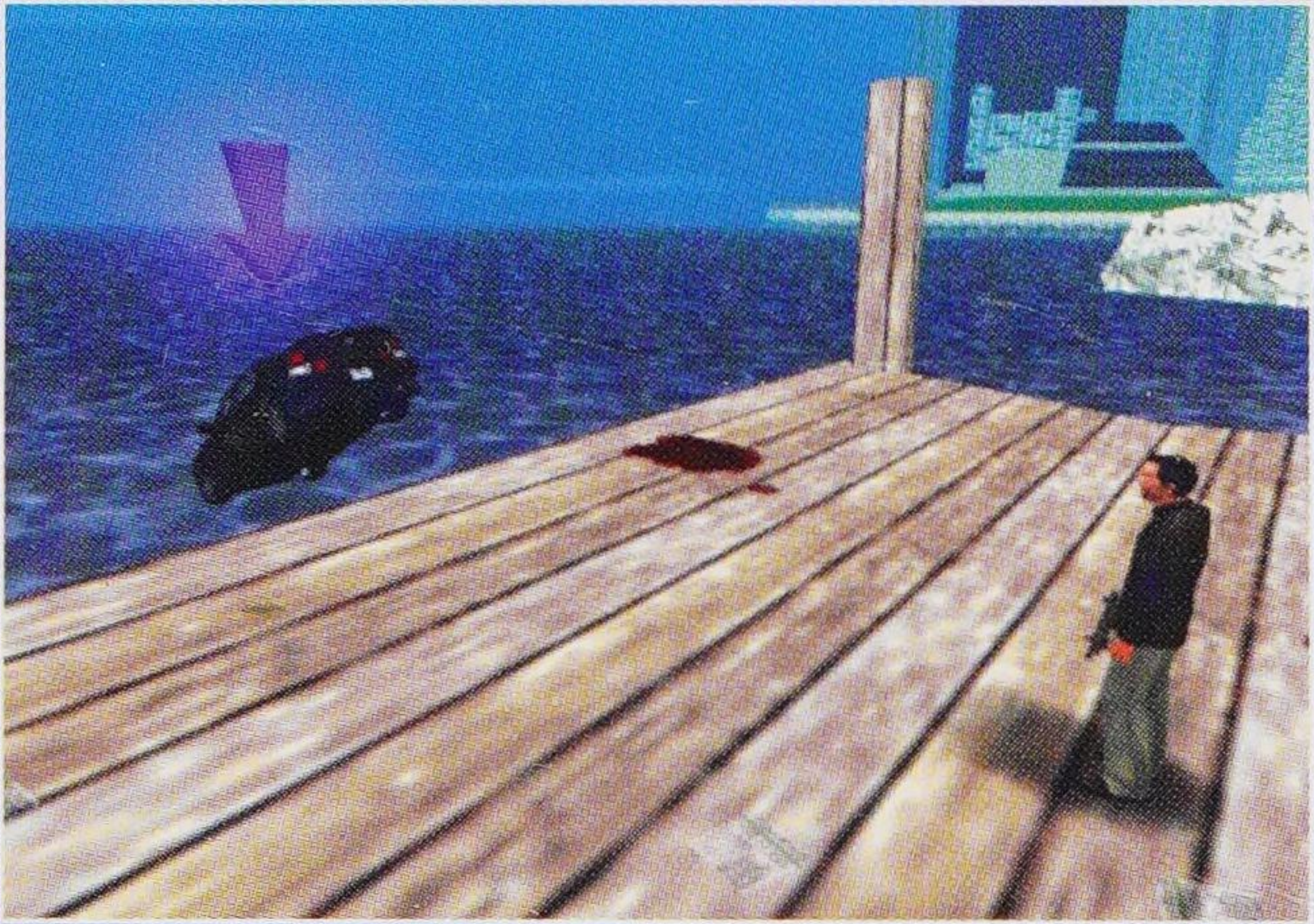




DROP MICKEY BACK AT HIS PLACE.

The Leone Sentinel leaves a continuous trail of JD's blood. If you pass a cop on the way to Mickey's, he'll become suspicious and you'll get a two-star Wanted Level. Avoid the heat, and find a new route before they see you. Drop Mickey off at his place across the street from the Hospital **(3)**. You are most likely to get police attention here since you're very close to the police station and there are always cops walking this beat.



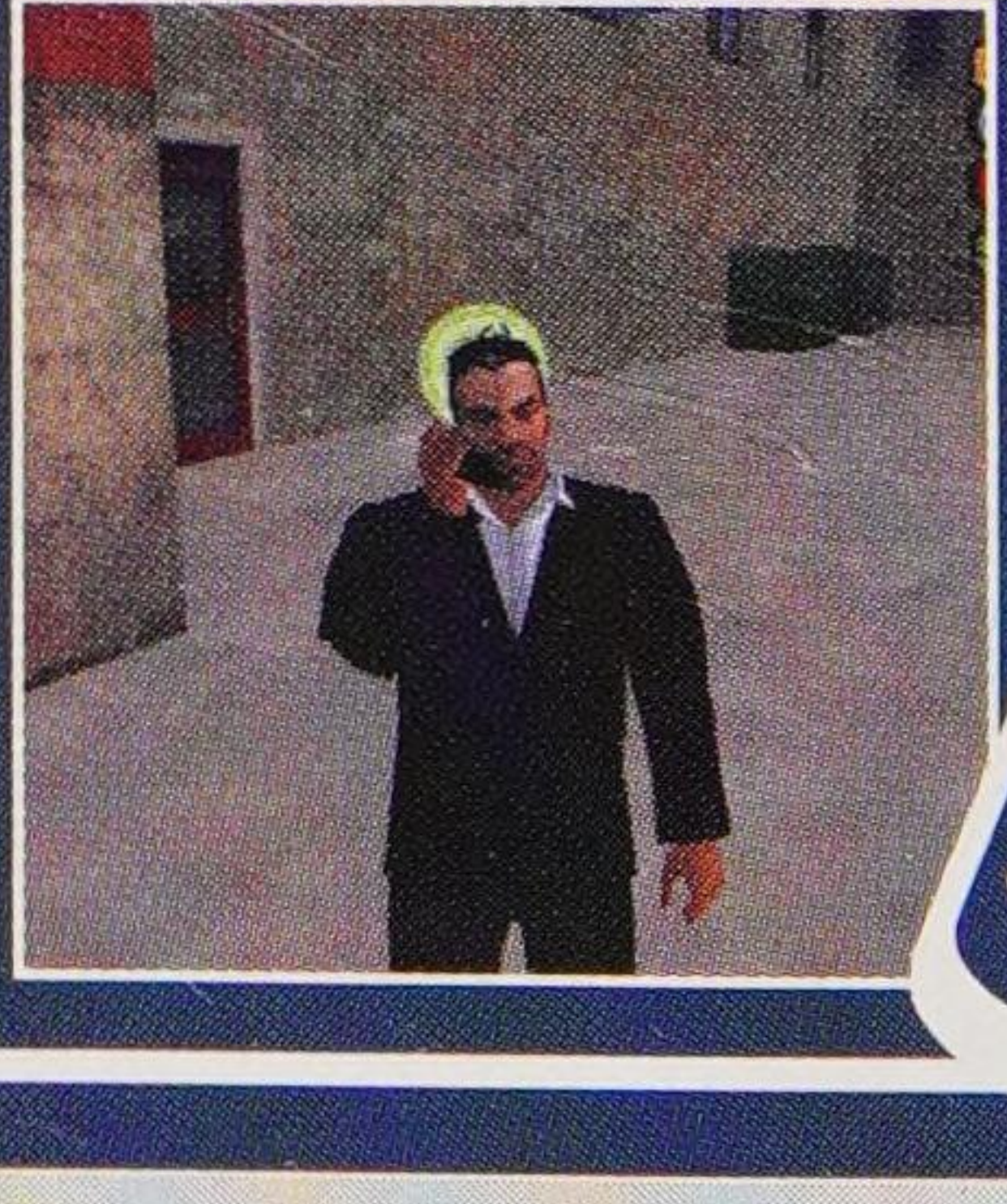


DUMP THE CAR IN THE RIVER.

Respraying the car buys you some time, but the cops will be on to you again if they see the blood trail afterward. Try running through the Trenton Police Bribe in the wooded median **(4)** to erase one star on your way to the dock behind Vincenzo's office **(5)**.

Speed along the short and bumpy dock and press △ to bail out of the car in plenty of time before reaching the edge (you roll a little ways after a bail, so avoid allowing your momentum to carry you into the water—adjust for this by bailing early). Once the car is in the river, the mission is complete and your Wanted Level clears. So ends the JD mission strand.

Vincenzo calls on the phone after *Made Man* and *Hot Wheels* (Vincenzo mission) is complete. He wants you to drop by for more work. This reopens the Vincenzo mission strand with *The Portland Chainsaw Masquerade*.



MA CIPRIANI

Ma Cipriani jobs are opened after completing Vincenzo's mission, Smash and Grab. Ma is forever comparing Toni to his father, her late husband, who for her epitomized the words "real man." She wants to make up for his lack of a father figure by dealing Toni a heavy dose of tough-love. After all, it's a hard world out there. However, she doesn't realize that in her attempt to make up for the shortfall, she has overdone it and become an ogress.

SNAPPY DRESSER

REWARD: $100

UNLOCKS: Big Rumble in Little China

Ma speaks so highly of Giovanni Casa that it makes you sick. You must prove to your Ma that Giovanni Casa is not nearly as good as she thinks!

HEAD FOR YOUR APARTMENT TO PICK UP YOUR CAMERA.

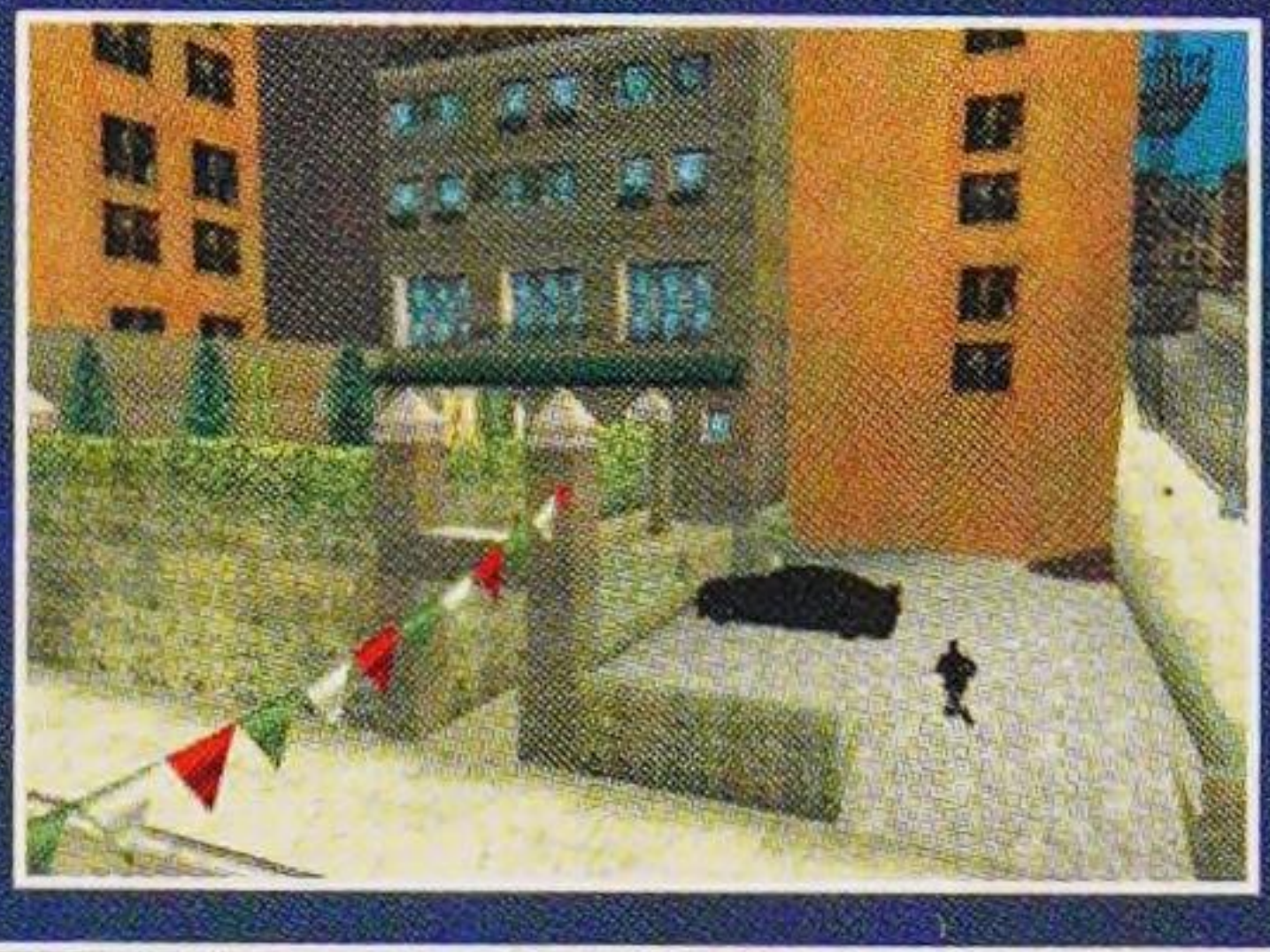
Take the Leone Sentinel that's always parked at Ma's **(C)** and follow the yellow blip on the map to your apartment **(1)**. Inside, you'll find a camera. Pick it up and press L1 (PSP: press the L button) if you must replace the camera for another item in the same slot, then head outside.

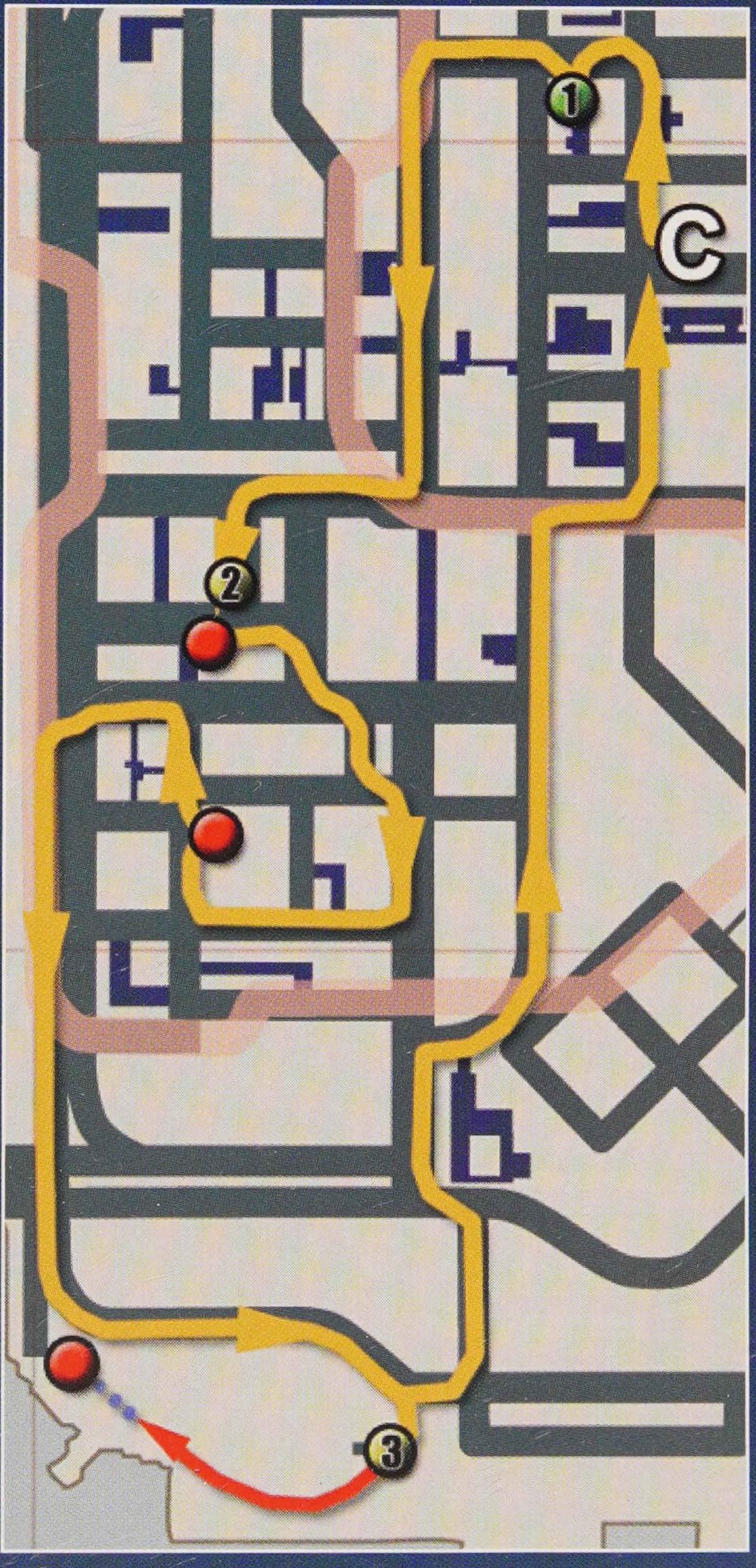
GO TO CASA'S DELI.

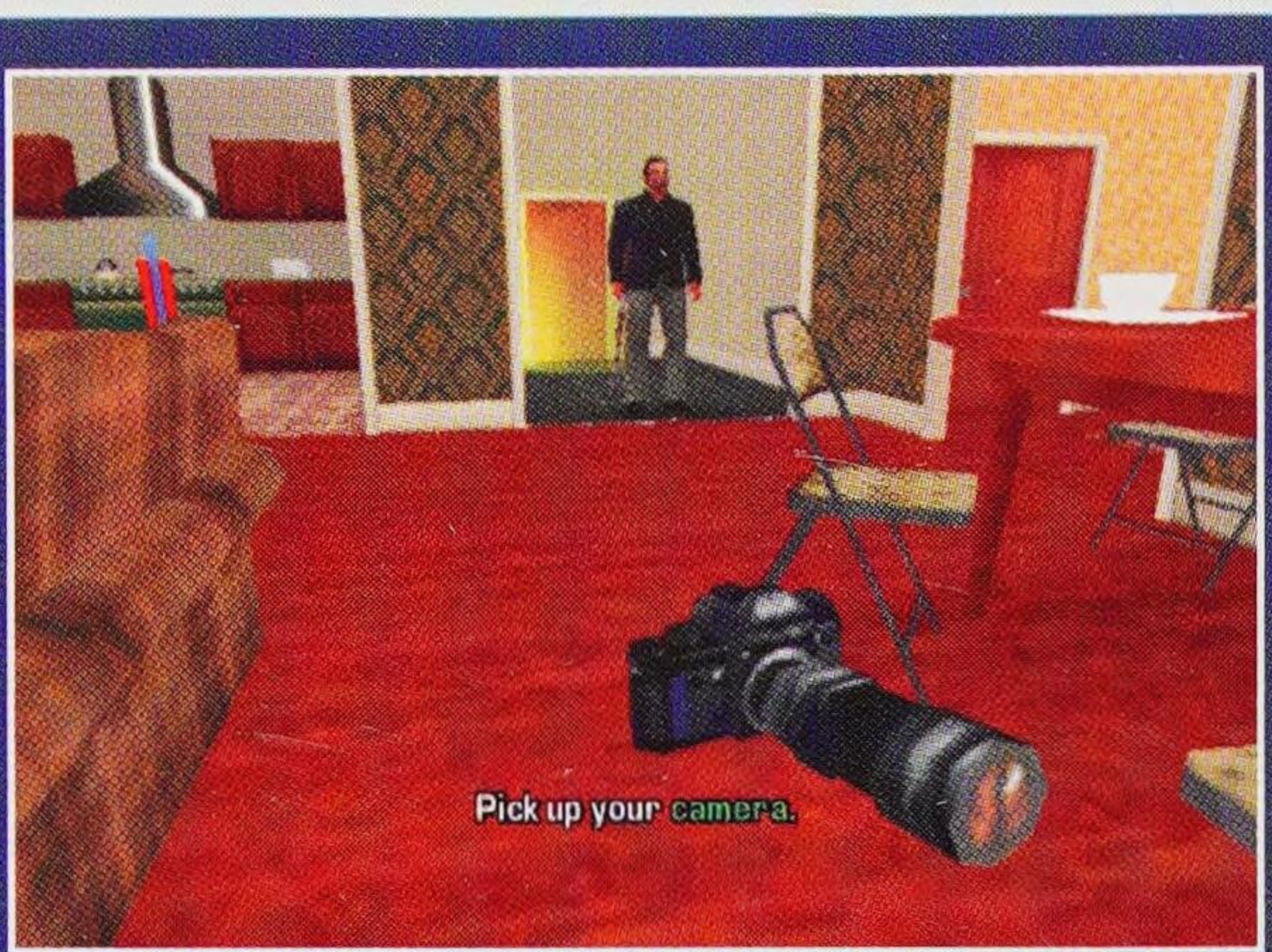
Get back into your car and follow the yellow blip to Casa's Deli in Chinatown. Pull into the yellow marker **(2)** and a cinematic plays. Giovanni Casa enters a van, mumbling something about being in the mood for some lovin'.

TAIL CASA, BUT DON'T GET TOO CLOSE OR HE'LL SUSPECT SOMETHING.

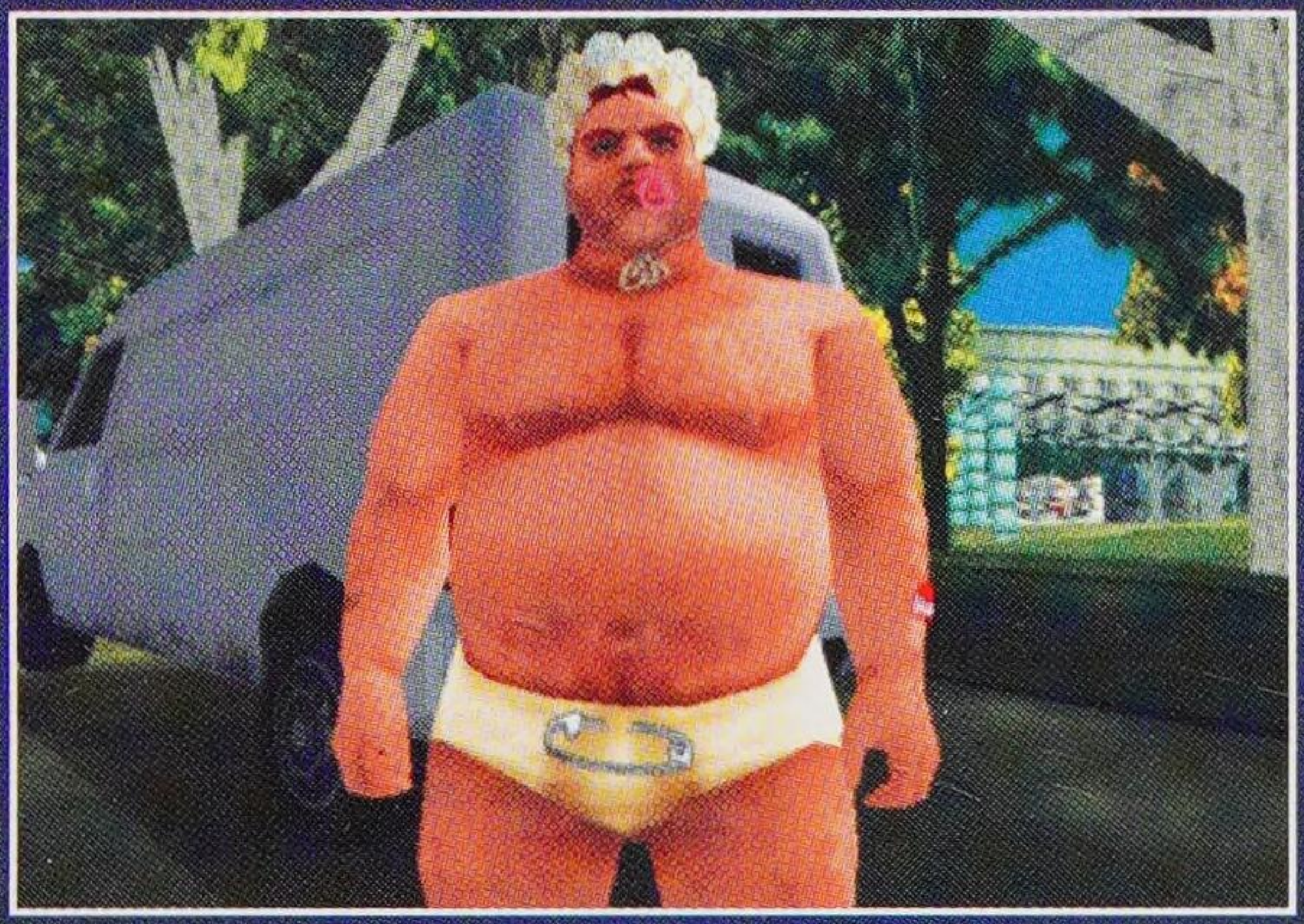
Follow Casa's van. It doesn't appear on the radar, so stay close enough to avoid letting it slip out of your view—but not too close, or you'll fail the mission. He basically takes off a few blocks in one direction, then heads back and picks up two girls in Chinatown. Looks like Casa's found some action. What would your mother think?!

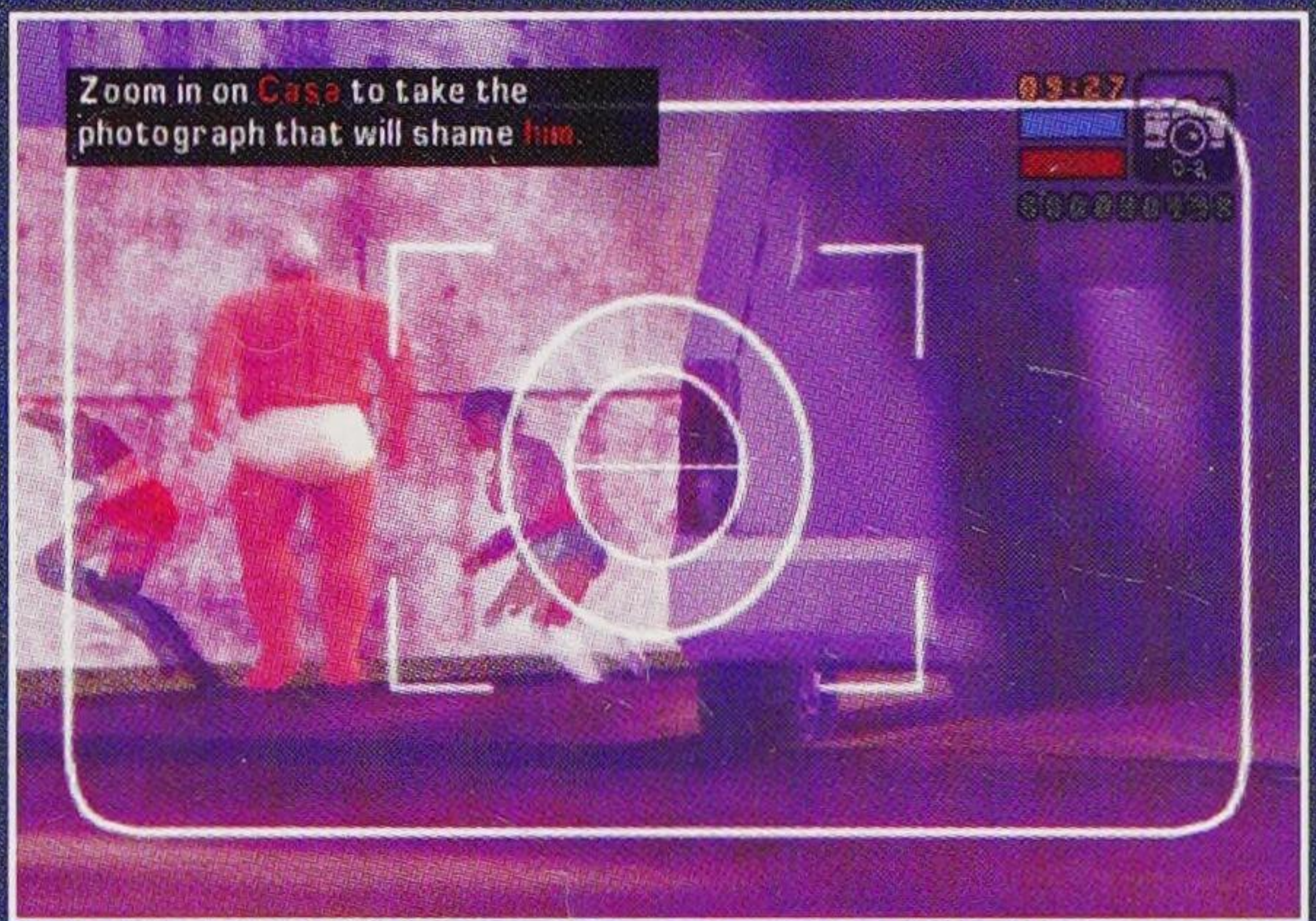






Pick up your camera.





Zoom in on Casa to take the photograph that will shame him.

STAY ON CASA'S TAIL. THIS COULD BE A GREAT PHOTO OPPORTUNITY.

Repeat the previous following tips and tail Casa as he stops near the fish factory in Callahan Point **(3)**. Drive up the path until a cinematic shows Casa running around in a baby diaper!

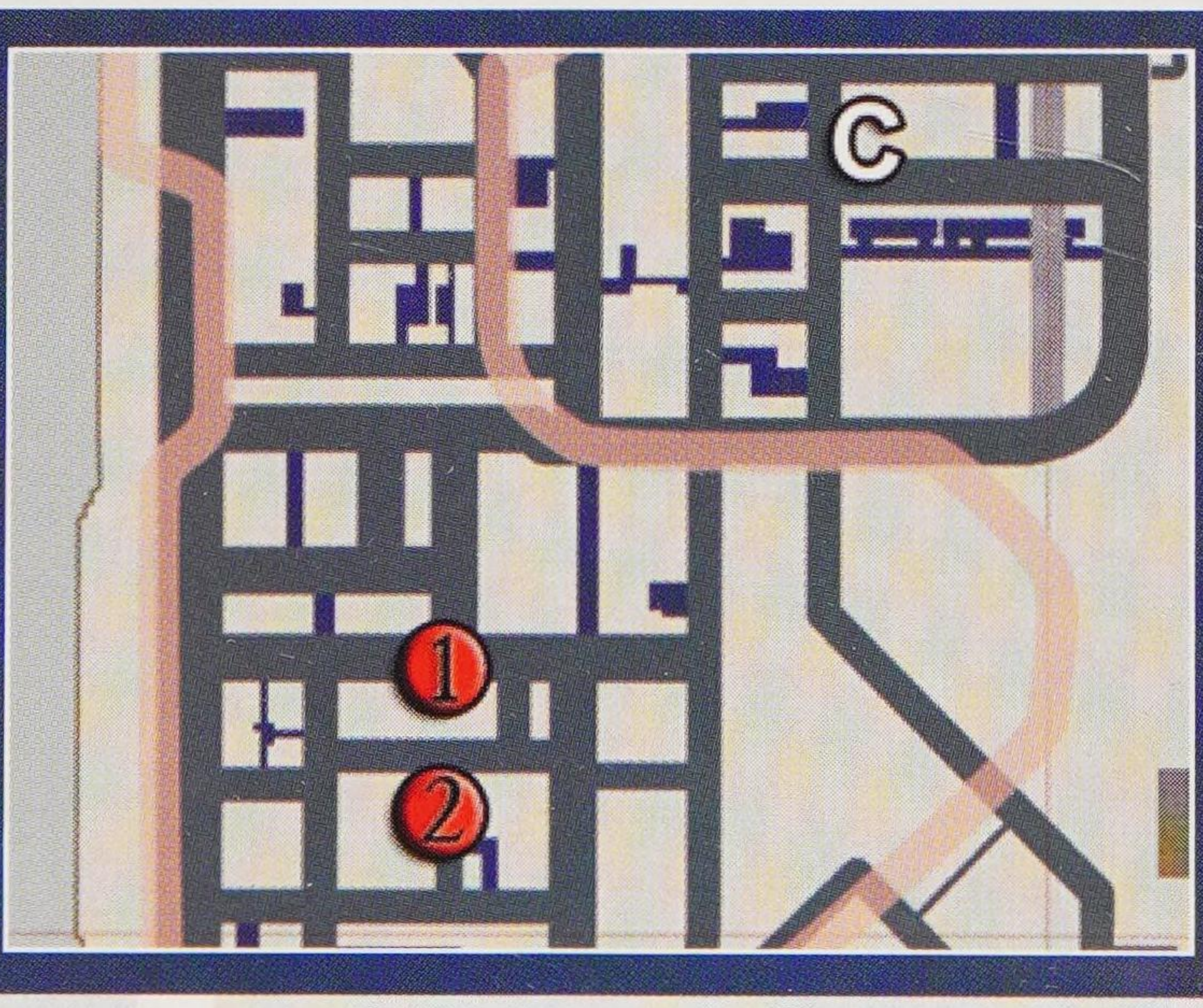
SNEAK UP ON CASA, THEN TAKE THE PHOTO THAT WILL SHAME HIM!

Do not drive any further after the cinematic; you don't want Casa to spot you. Exit the vehicle, then head east up the hill and into the trees. Walk toward the red blip on the radar, but remain in the wooded area. As soon as you see a slight clearing in the trees, raise the camera and find your shot. Hold R1 (PSP: hold the R button) to target with the camera. Press ■ to zoom in and ✕ to zoom out.

Take a close up of Casa's face and try to get the girls he's chasing around in frame, as well. Snap a few photos by pressing ● to get the right shot and you receive the next objective. If you take too long to get the shot, the girls will end up killing the freak. So be quick about it!

TAKE THE PHOTO TO MA'S PLACE.

Return to your vehicle or find another one and follow the yellow blip on the radar back to Ma's. Walk into the yellow marker on the steps of the restaurant to show the photo and complete the mission.



BIG RUMBLE IN LITTLE CHINA

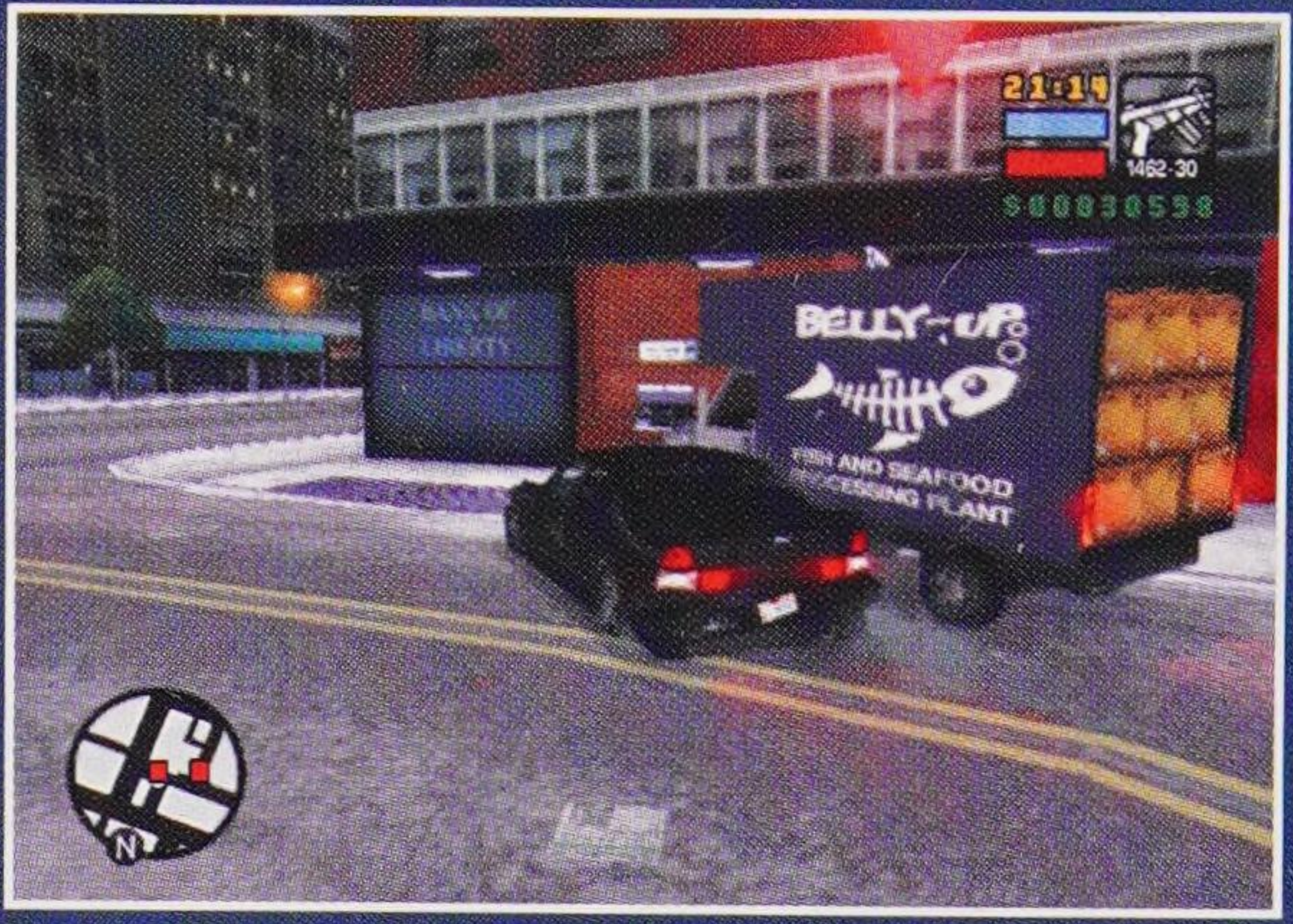
REWARD: Cash collected from the dead.

UNLOCKS: Grease Sucho

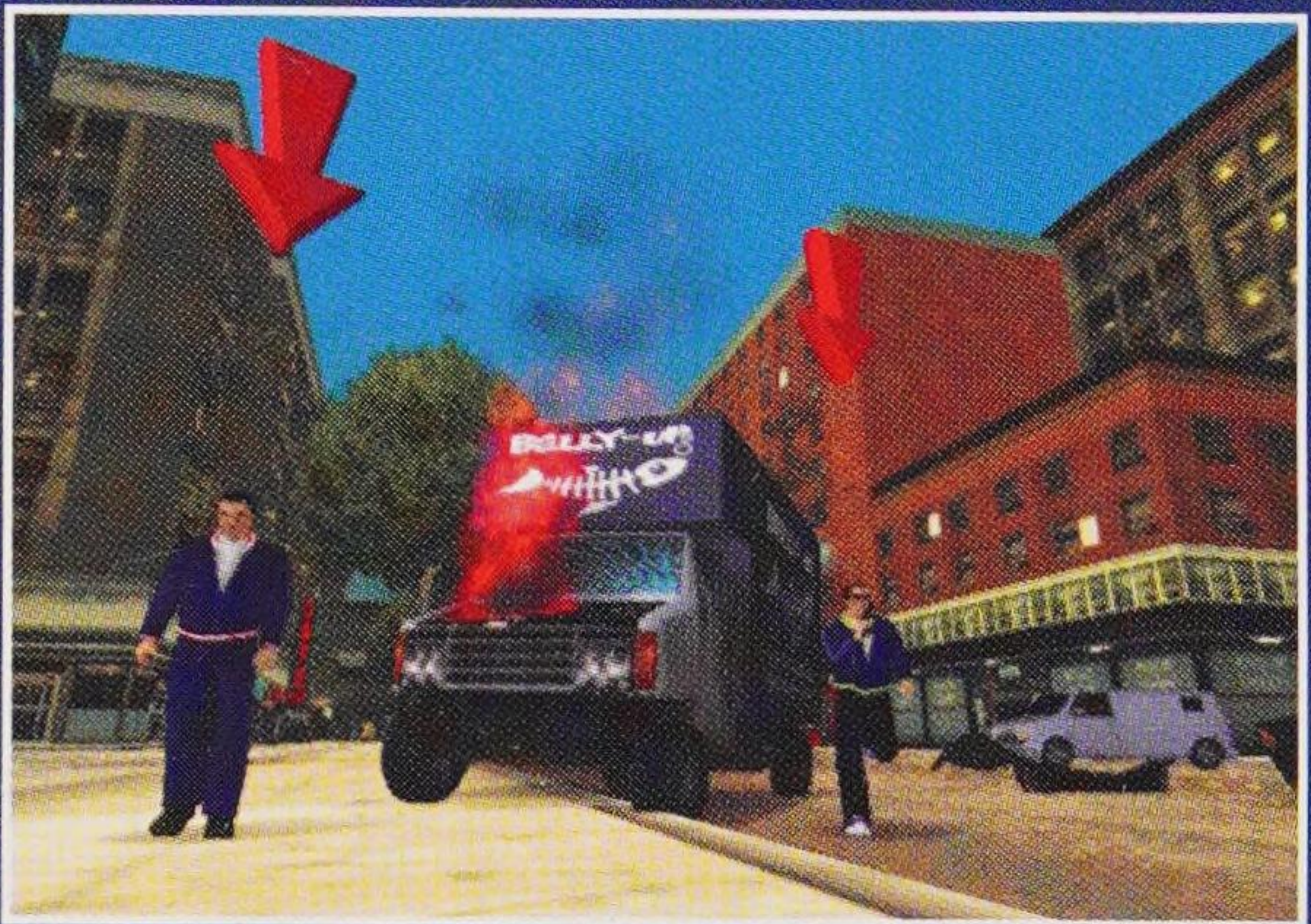
Ma says, "Until the Triads show you some respect, you're no son of mine." That's some mother you've got. She's going to get you killed.

SHOW MA YOU'RE NOT SCARED OF THE TRIADS. DEAL WITH THE TWO TRIAD GANGS IN CHINATOWN.

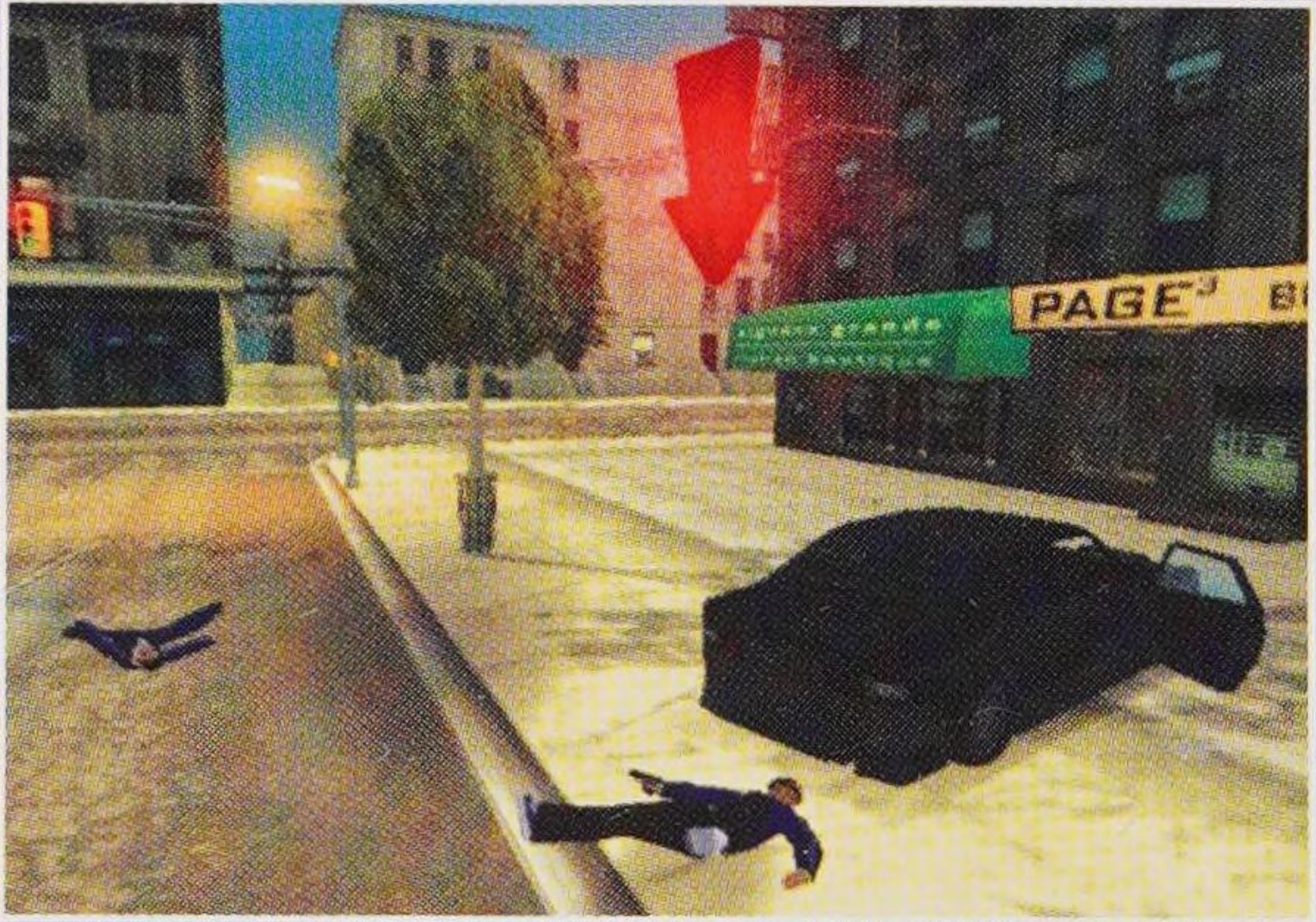
Enter the Leone Sentinel in Ma's parking lot and follow the red blip to the Red Light District. The red blips on the map represent Triad gang members—there's a couple in a truck and another group in the Chinatown market. You pass Ammu-Nation on the way; if you don't have adequate heat, stop in and get some.



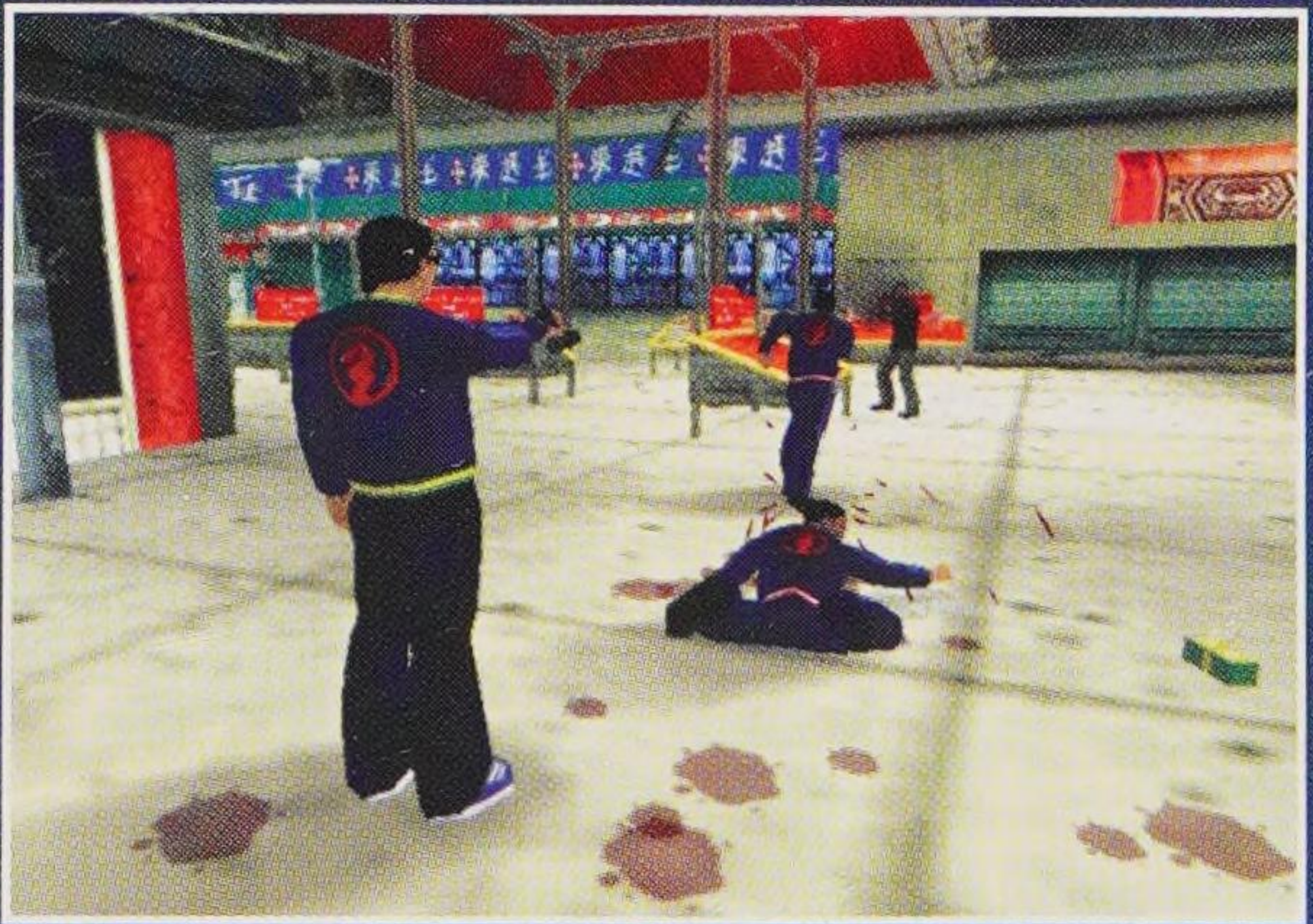
Once you're near a red blip **(1)**, you'll discover the Triad gang leader in a bulletproof fish van. A red arrow is hovering above the box truck. The truck drops boxes that can throw you off course or slow you down. Drive beside the truck as much as possible.

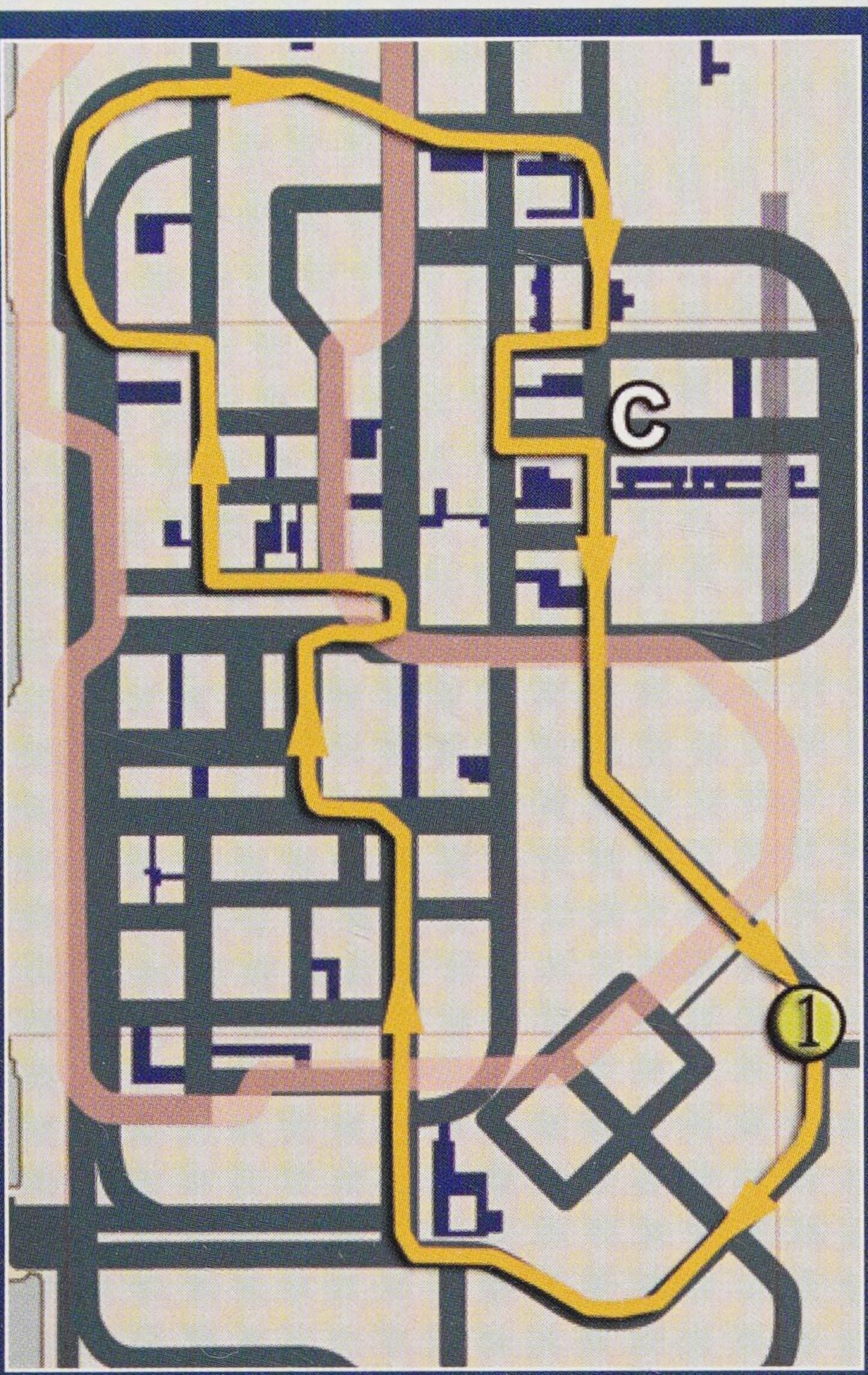


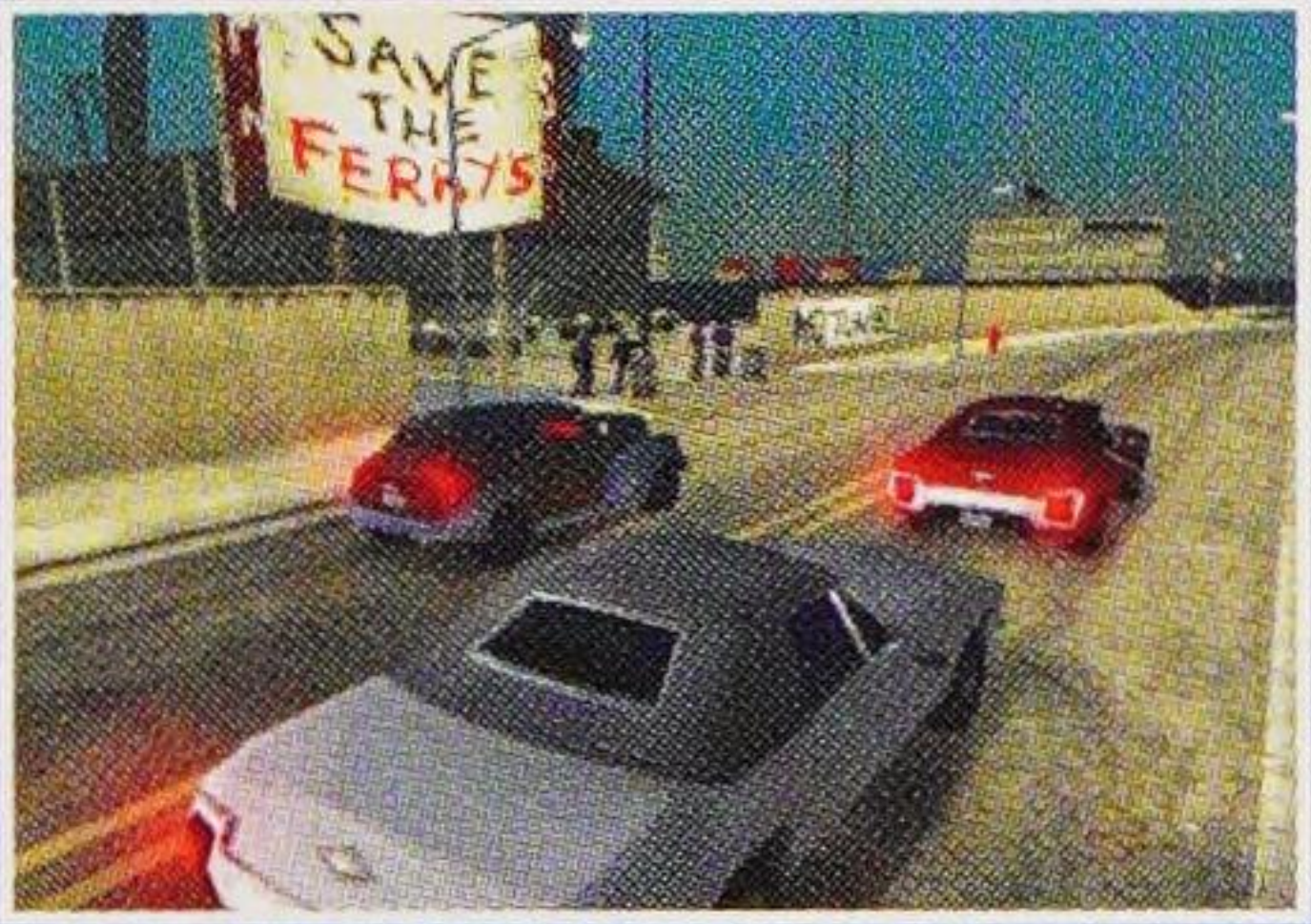
Ram them off the road; shooting the truck is useless. If you ram the truck enough or get them boxed in where they can't move, the occupants will leave the truck. Exit your vehicle and spray them with a submachine gun or an AK-47, or remain in the vehicle and run them over.



After taking out the Triad truck occupants, acquire a new "undamaged" vehicle and go after the next red radar blip **(2)**. This leads you to the Chinatown street market and the remaining four Triad targets. Use the AK-47 or a submachine gun from long range to take out the Triads before they come for you. A grenade works quite nicely, as well. Eliminate them to complete the mission. Ma's not paying for this, so collect the money the Triads dropped.





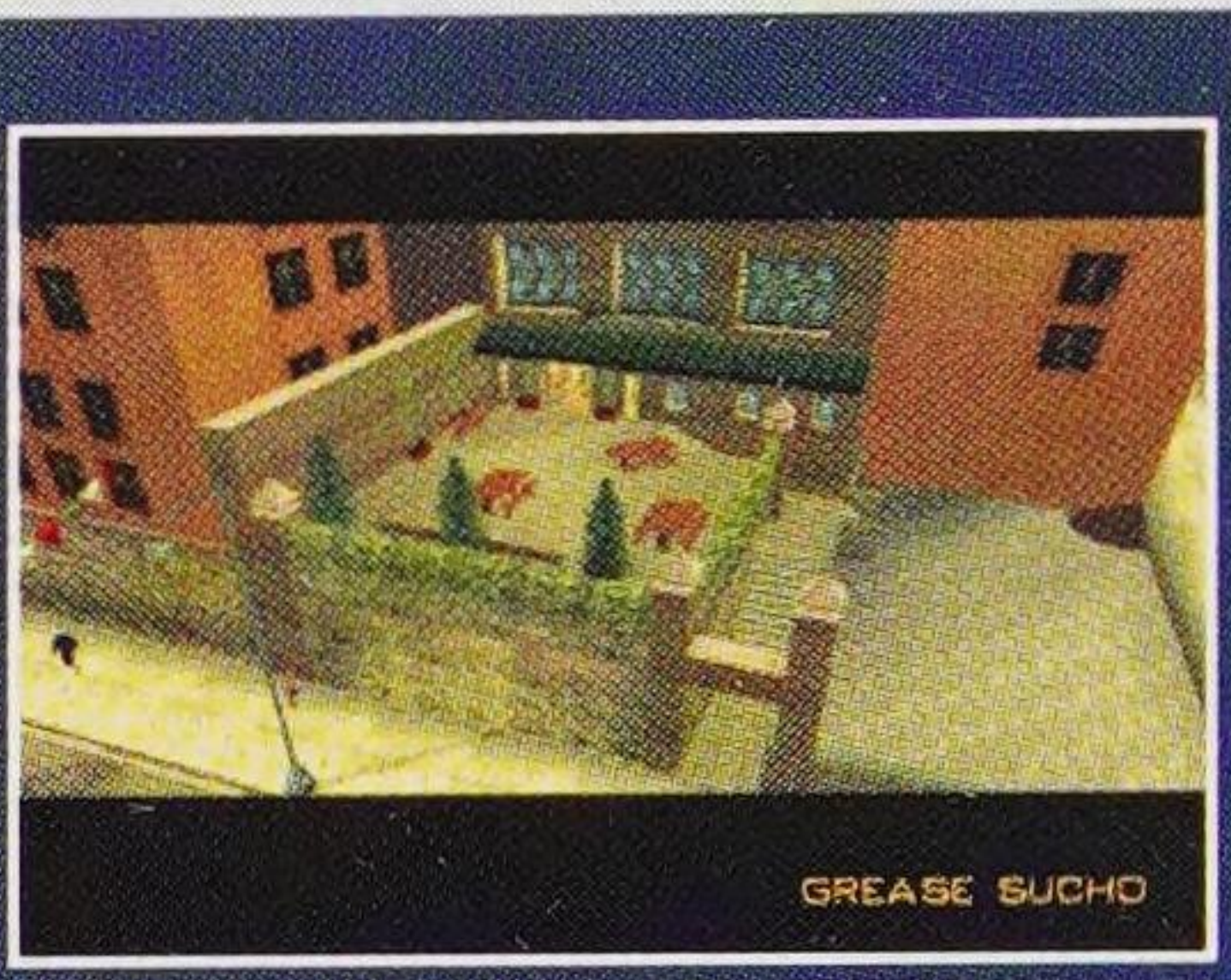


GREASE SUCHO

REWARD: $1000

UNLOCKS: Dead Meat

OTHER UNLOCKABLES: Can now obtain Thunder-Rodd



Ma says that Sucho boy's racing downtown today. "If only you were more like him. He treats his mother with real respect. Of course, if your father was here, he'd win the race. And take the smug grin off that Sucho boy's face."

HEAD FOR THE STARTING LINE.

The Sucho boy drives a Thunder-Rodd, but the Leone Sentinel parked in Ma's lot **(C)** is more than adequate to win the race. Follow the yellow blip to Trenton, near the dock's entrance. Pull into the yellow marker at the starting line **(1)** when you're ready to race. Yours is one of four vehicles in the competition. Total race time and position in the race are indicated in the top-right corner of the screen. Checkpoints are marked on the radar as yellow blips and on the road as yellow markers.

Only one checkpoint appears at a time. You cannot pass a single checkpoint; you must drive through one to make the next appear. If you try to damage the other competitors before the race begins, you will be disqualified. Even trying to destroy the other cars during the race is a waste of time and effort.

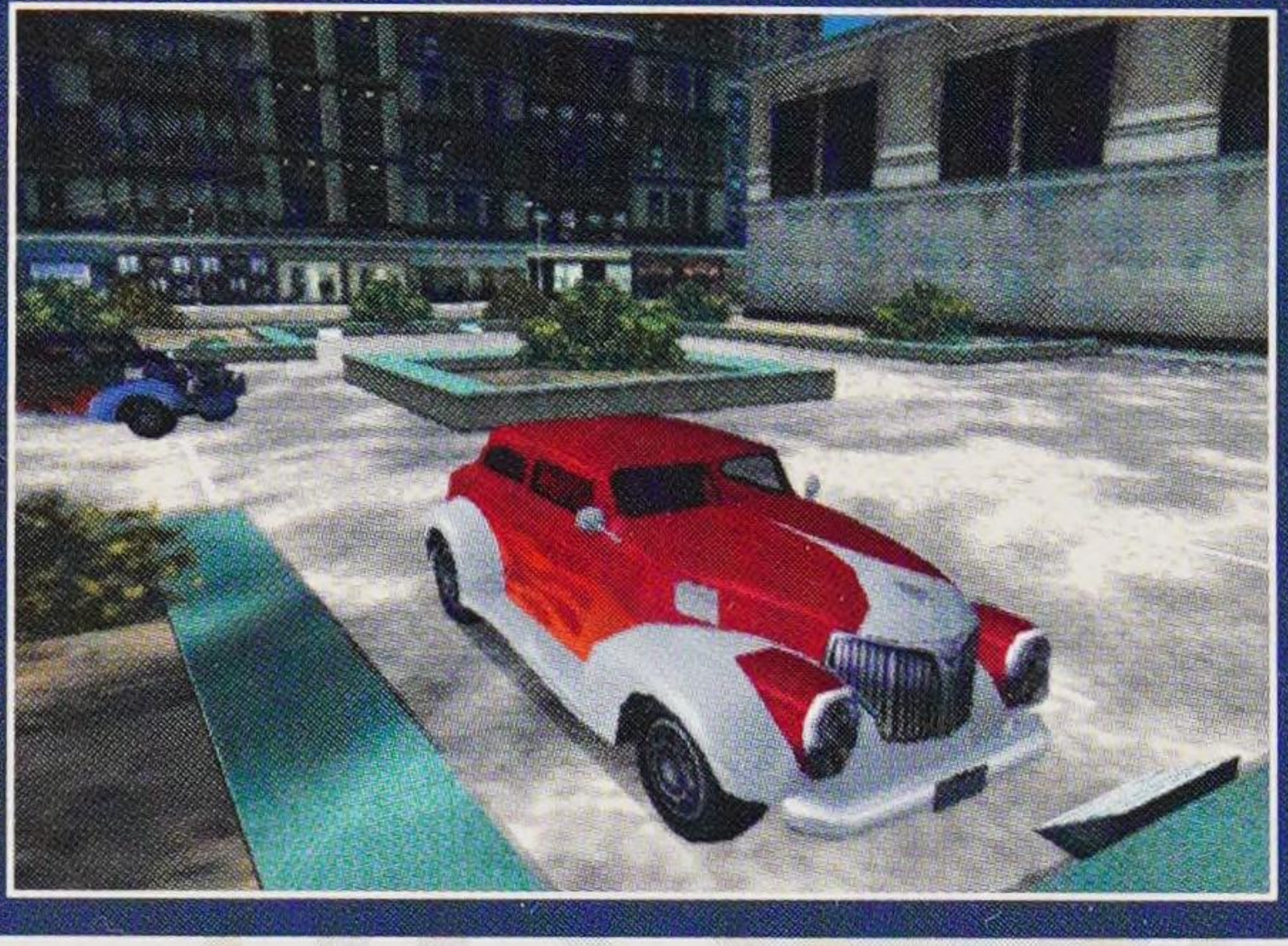
Focus only on actually winning the race. The AI is very forgiving. Drive cautiously and the rubber-banding difficulty adjustments will work in your favor. If you spin out and get right back in the race, you'll find that your opponents are easy to catch up to because of the automatic difficulty adjustments. If you don't get all nutty on the road, you'll do fine. Winning this race may take a few tries, though, until you become familiar with the course.

TAKE OUT SUCHO

Finish first to receive a second objective: take out Sucho in the Thunder-Rodd. Chase him down and run into him a few times. Chances are you'll need to quickly steal another vehicle as damage to yours could be quite extensive after the race and a few run-ins with Sucho.

Try not to destroy the Thunder-Rodd, just knock it around and try to block it in somewhere until Sucho exits; you can save the Thunder-Rodd afterward and park it in your garage for later use.

Once Sucho is on foot, simply take aim and spray him with some bullets or run him down using his own vehicle for the poetic irony. Drive his Thunder-Rodd carefully to your garage and let the door close to repair it. Save your game and the car becomes yours! Completing this mission unlocks the underground car-racing circuit. See "Pastimes."



Thunder-Rodd

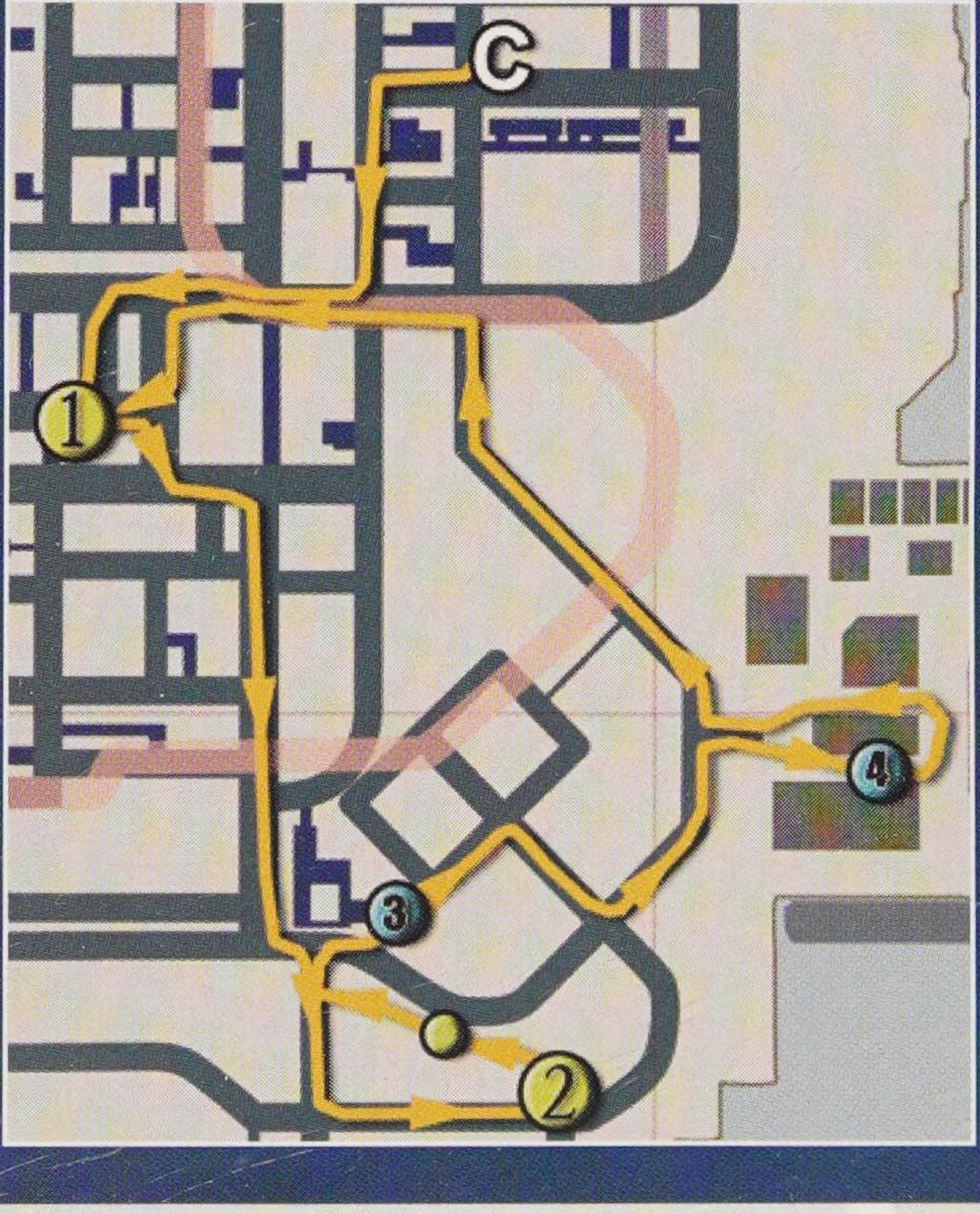
The Thunder-Rodd is a Love Media "Car-azy Car Giveaway" vehicle—you'll understand what we're talking about once you enter Staunton Island or jump ahead and check out the "Other Pastimes" section in our guide. If you failed to obtain Sucho's Thunder-Rodd in this mission, fear not; a Thunder-Rodd spawns in the policeman's ball (from *Grand Theft Auto 3*) parking lot after completing Grease Sucho. This is the lot in front of the building just north of the Callahan Bridge entrance in Portland (see #12 in Portland on our Places of Interest map in the back of this guide for exact location).

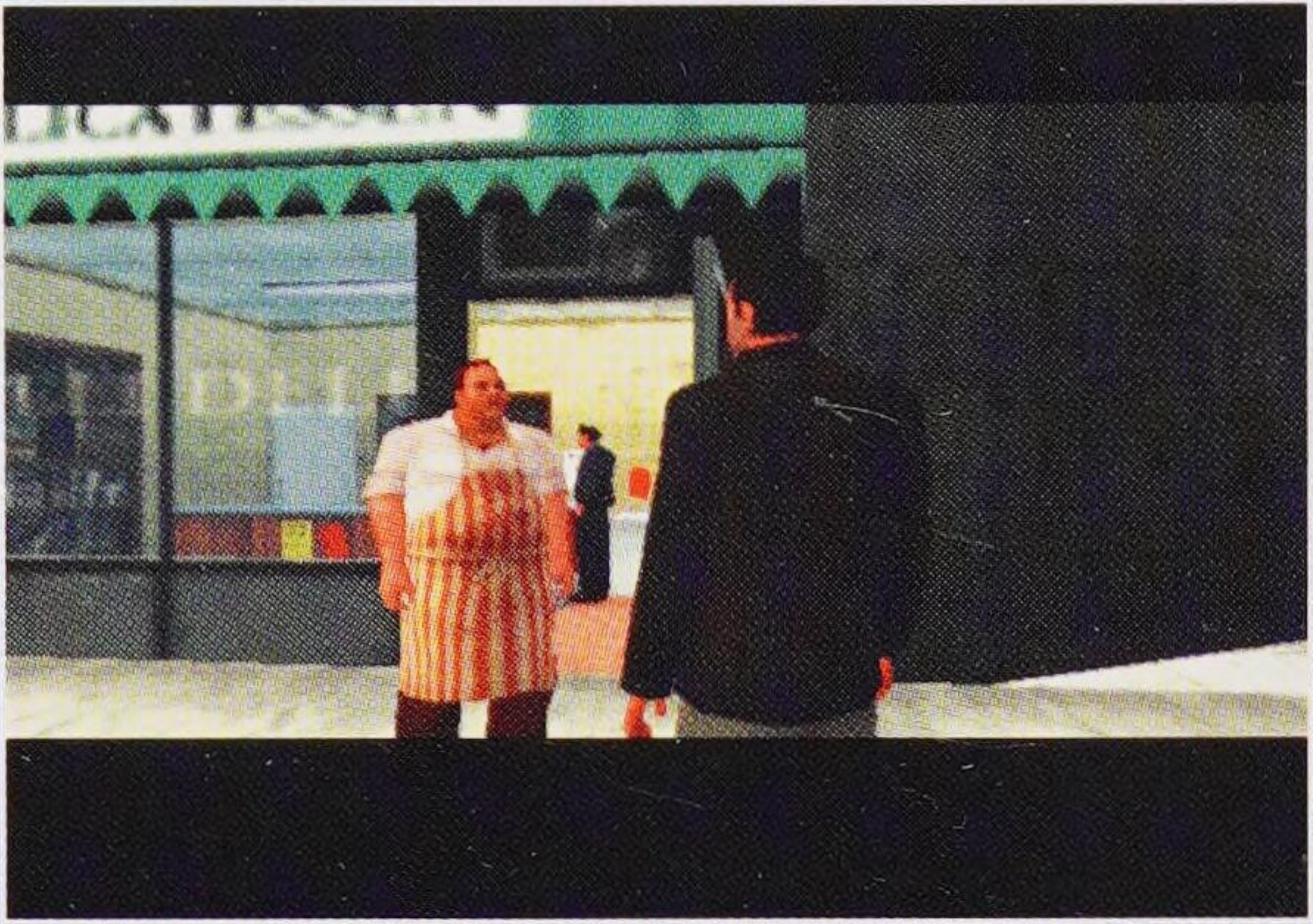
DEAD MEAT

REWARD: $500

UNLOCKS: No Son of Mine

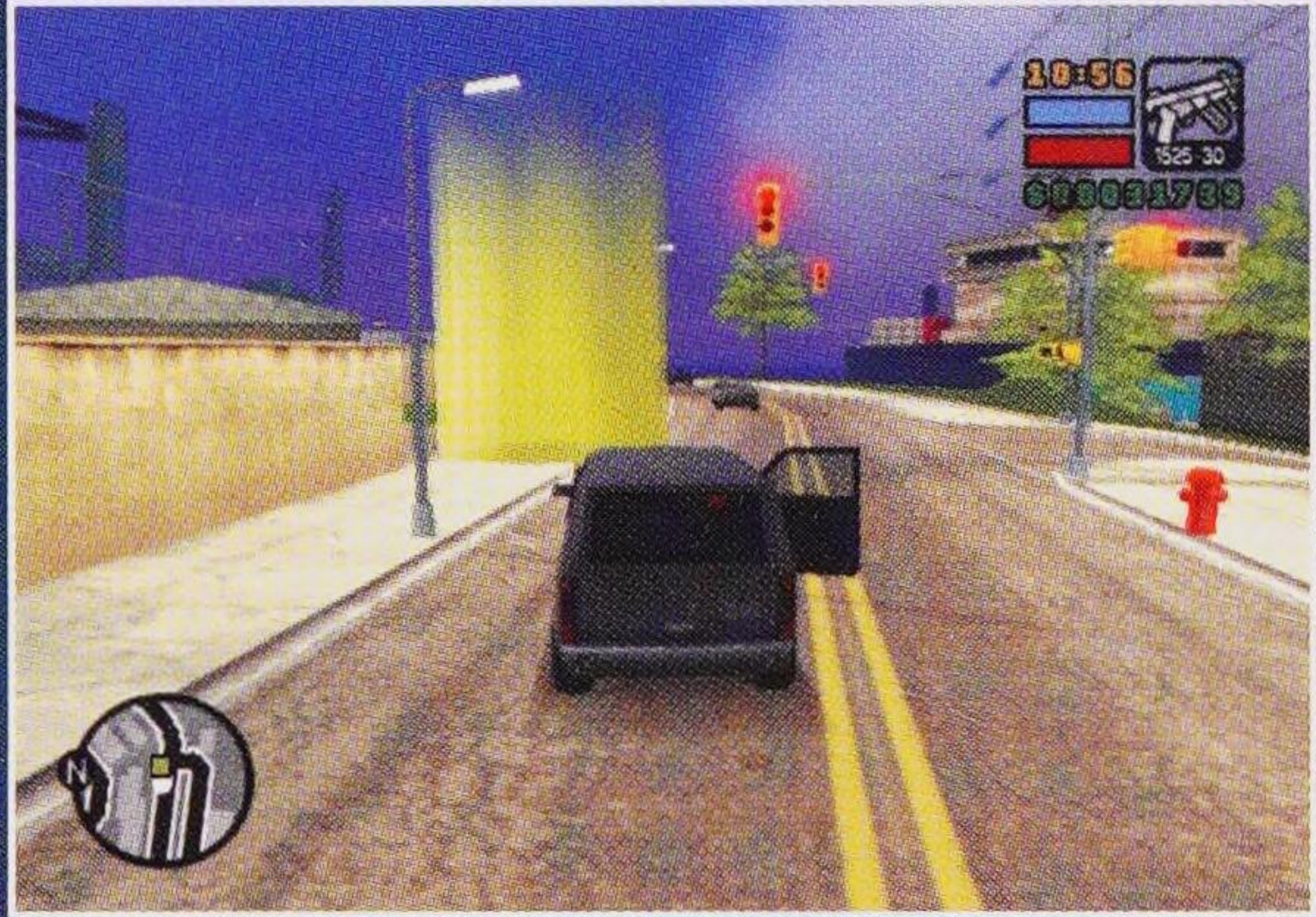
YOUR mother is still unimpressed, even after beating Sucho in a race. Now she's focused on Casa again. After taking that photo of him, he's stopped paying protection money. She says he's got guts and wishes you had 'em. And that's Toni's plan… to get his guts!





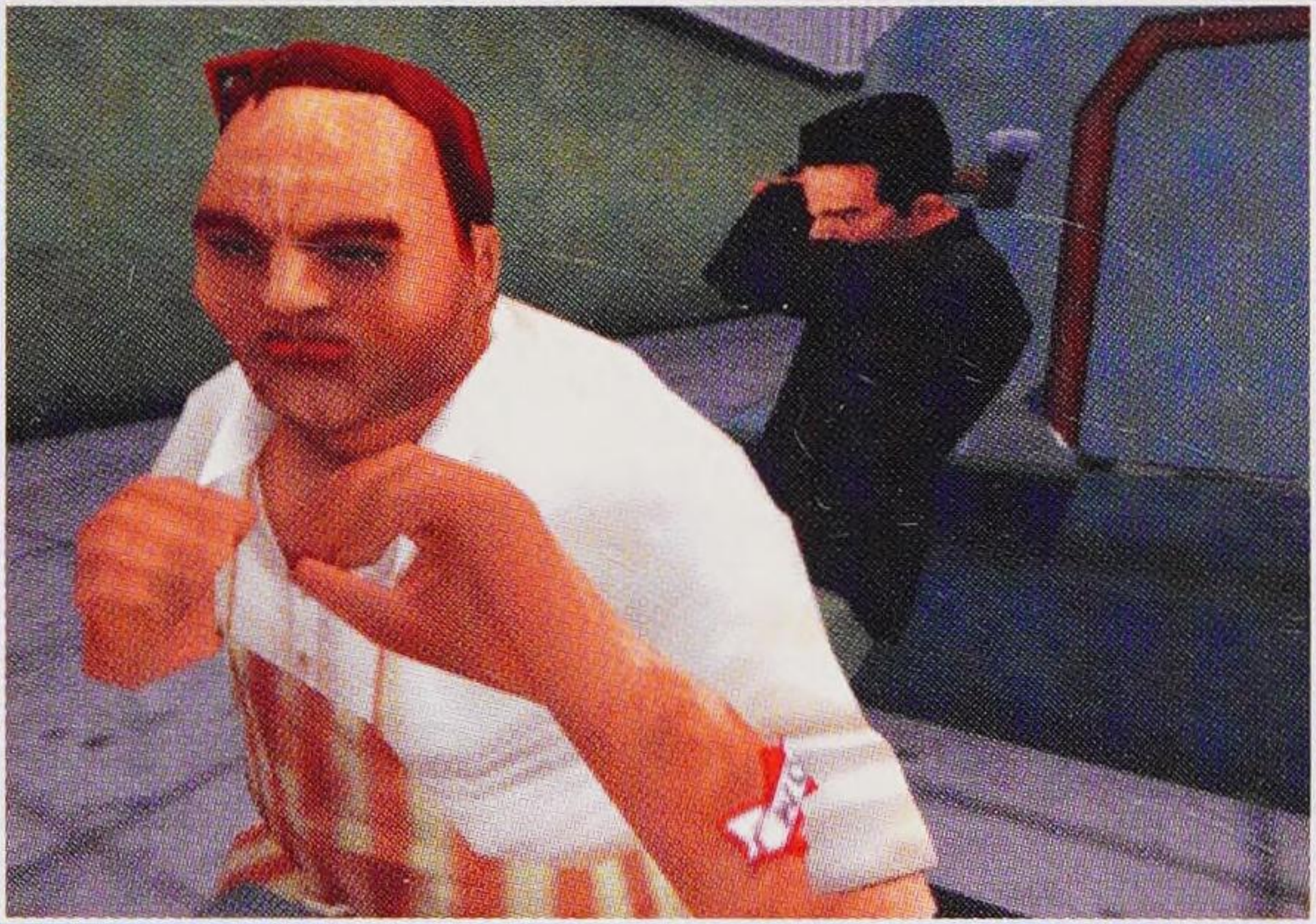
SWING BY GIOVANNI CASA'S DELI AND 'PERSUADE' HIM TO TAKE A LITTLE ROAD TRIP WITH YOU.

Get a vehicle **(C)** and follow the yellow blip to Chinatown, then stop in the yellow marker at Casa's deli **(1)**. After drawing Casa out during a cinematic, re-enter your vehicle and wait for Casa to enter.



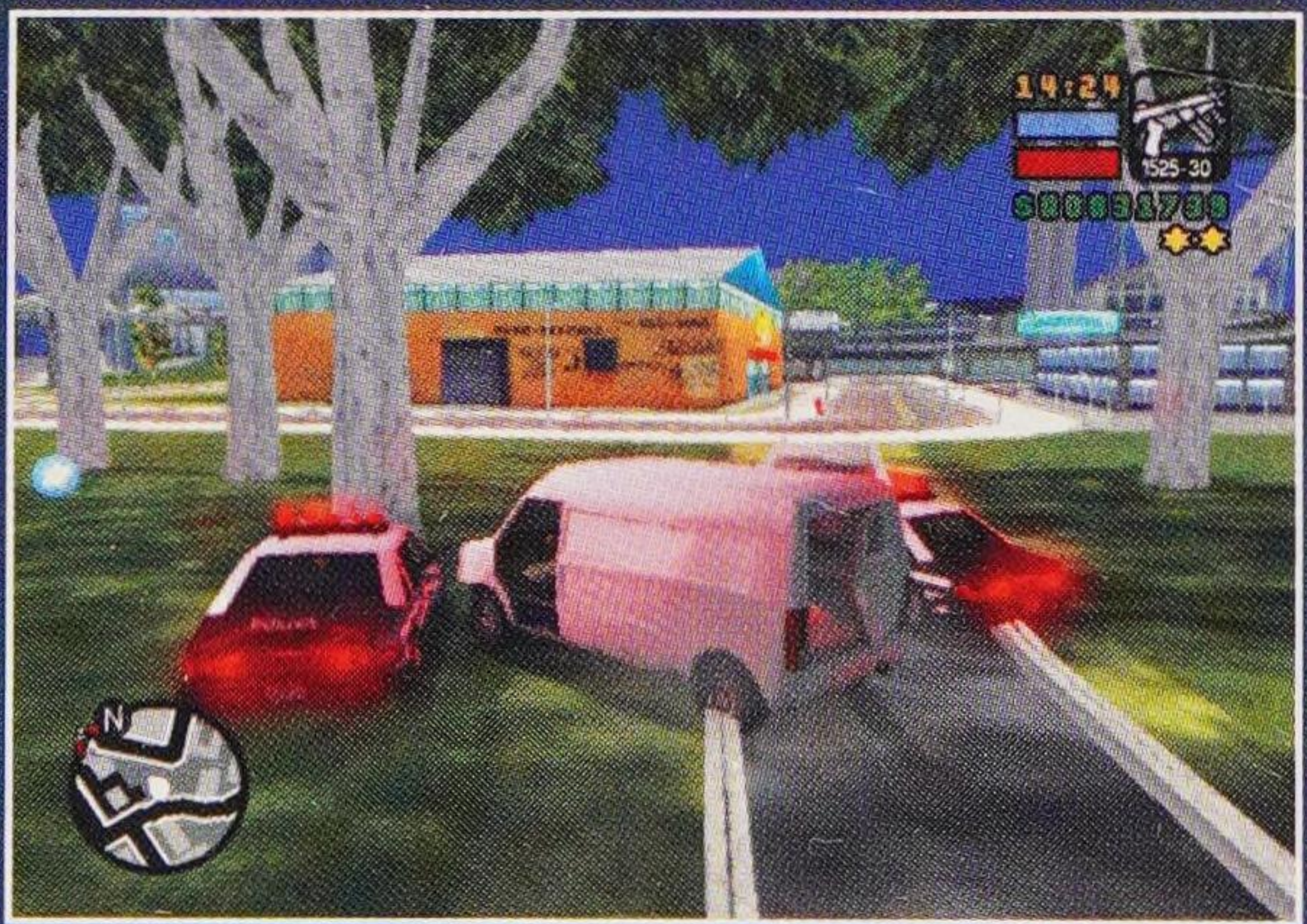
TAKE CASA TO THE SAWMILL.

Follow the yellow blip on the radar to the yellow marker outside the sawmill gate in Trenton **(2)**. When the gate swings open, pull into the parking lot, then drive around back and into the yellow marker. Casa and Toni enter the sawmill together in a cinematic. Casa stops under a large saw blade. Toni cranks it up and Casa takes off running.



DON'T LET CASA GET OUT ALIVE.

Chase after Casa inside the sawmill. Follow the red blip on the map to weed him out of hiding. No matter what weapon you were holding coming into the sawmill the only weapon you can use to take out Casa is the provided Hand Ax. When Casa stops for a breather behind some machinery, sneak up behind him by walking slowly to catch him off guard. Chase him down and kill him. During another cinematic, Toni cuts up Casa with a hatchet as the cops surround the sawmill. You have a two-star Wanted Level as you stand outside, next to a van. You've made Sicilian style sausage out of Casa, and the meat's in the van.

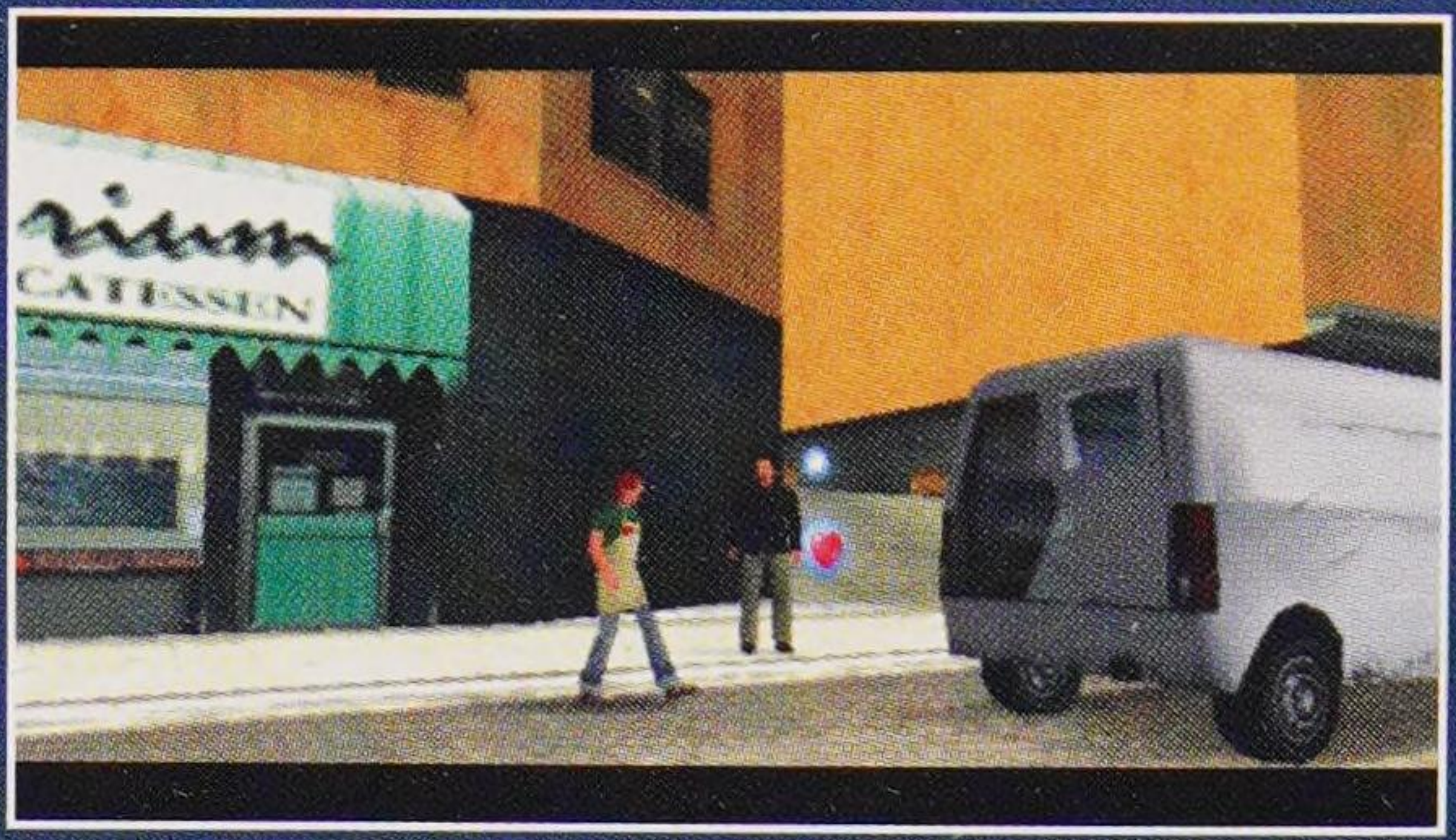


GET BACK IN THE VAN AND LOSE THE HEAT.

Enter the van and tear out of the lot through the open gate. Or, speed through the back lot and use the ramp behind the sawmill to jump the concrete fence. Drive through the Police Bribe to the north in the trees between roads **(3)**, and then head to the Portland Docks Police Bribe **(4)**. Acquiring one Police Bribe usually does the trick. By the time you drive to pick up a second bribe the last Wanted Level star fades.

TAKE THE VAN BACK TO CASA'S DELI WHERE HE WILL BE PLACED ON THE MENU!

With the cops off your tail, your next objective becomes available: follow the yellow blip back to Casa's deli in Chinatown **(1)**. Pull into the yellow marker and Casa's employee will unload the meat. Mission complete.



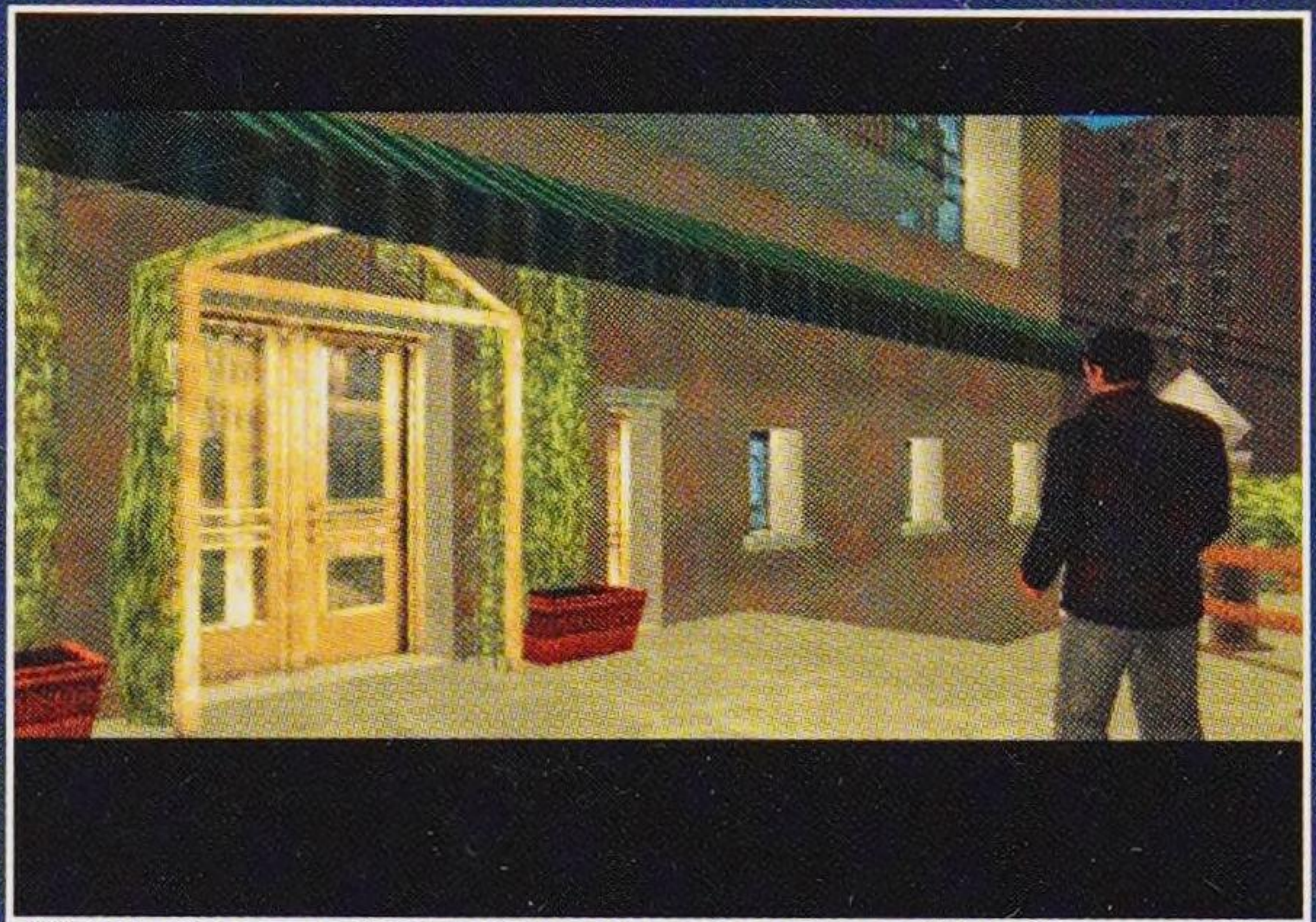
NO SON OF MINE

REWARD: Hitmen's dropped money

UNLOCKS: Salvatore's Salvation (JD) when Contra Banned (Salvatore) and Blow up Dolls (JD) are completed.

OTHER UNLOCKABLES: Ma's hitmen continually plague you.

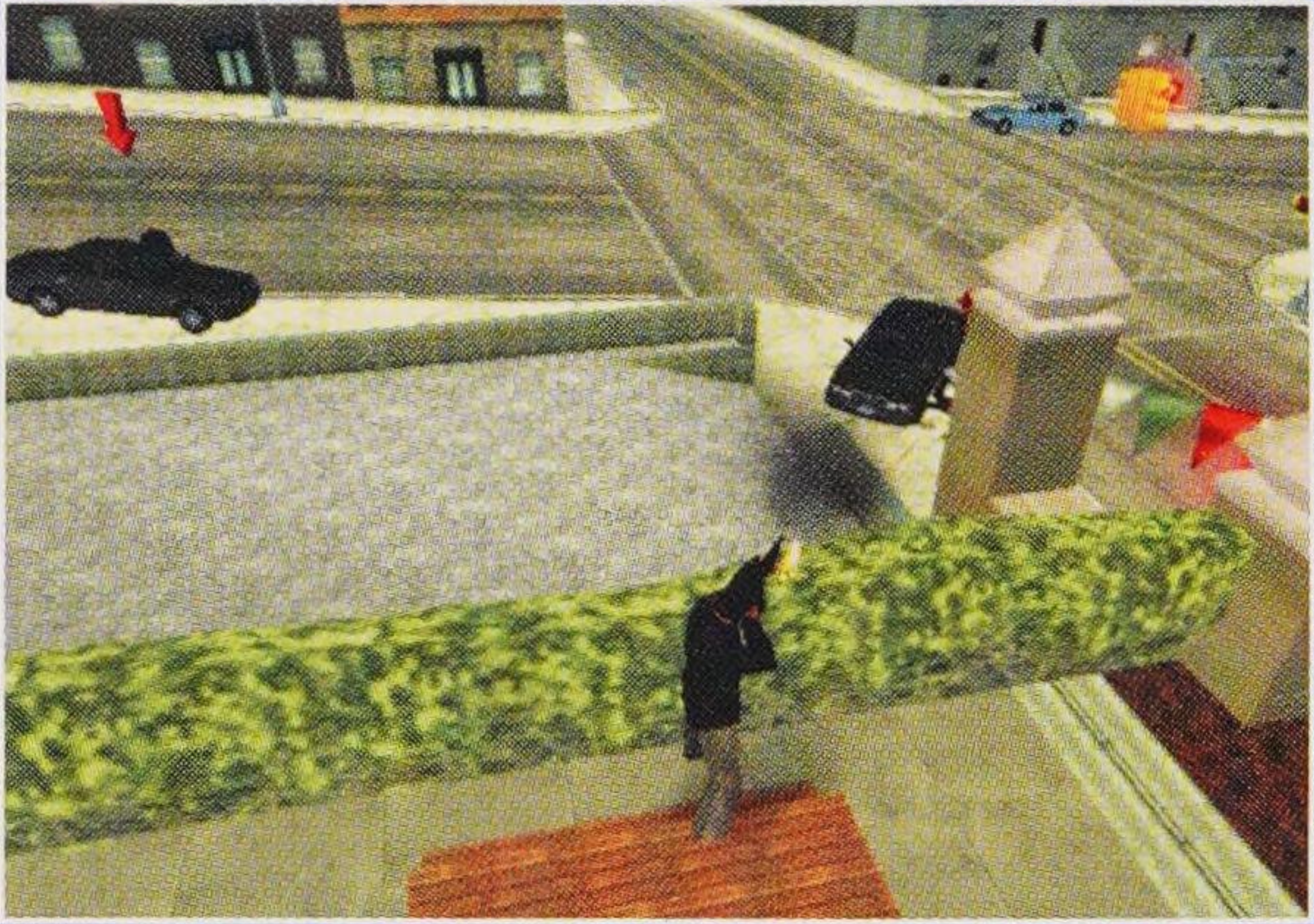
THERE'S no pleasing Ma. Now she's put a hit on you. This tag will remain on your head until you become a Made Man.

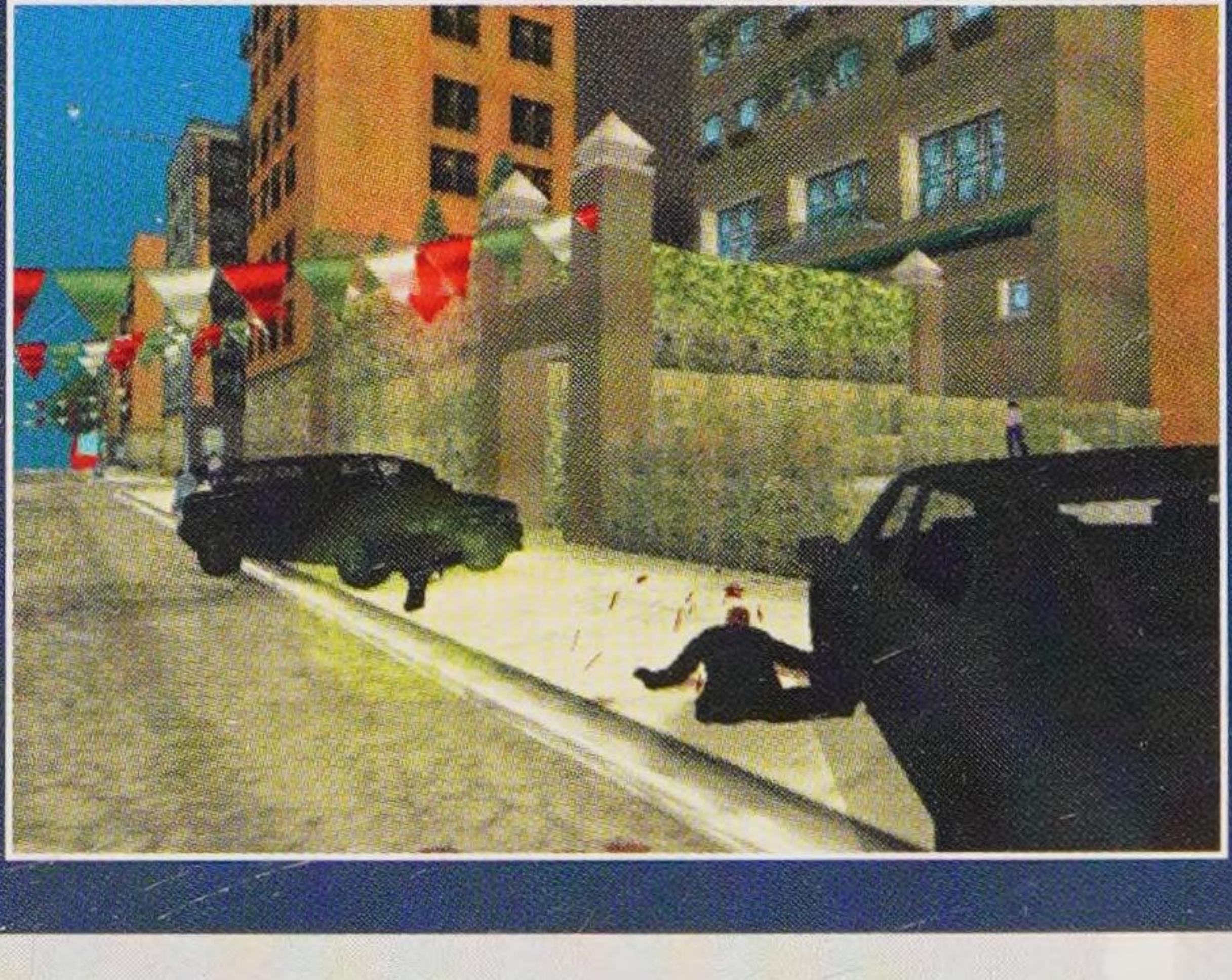


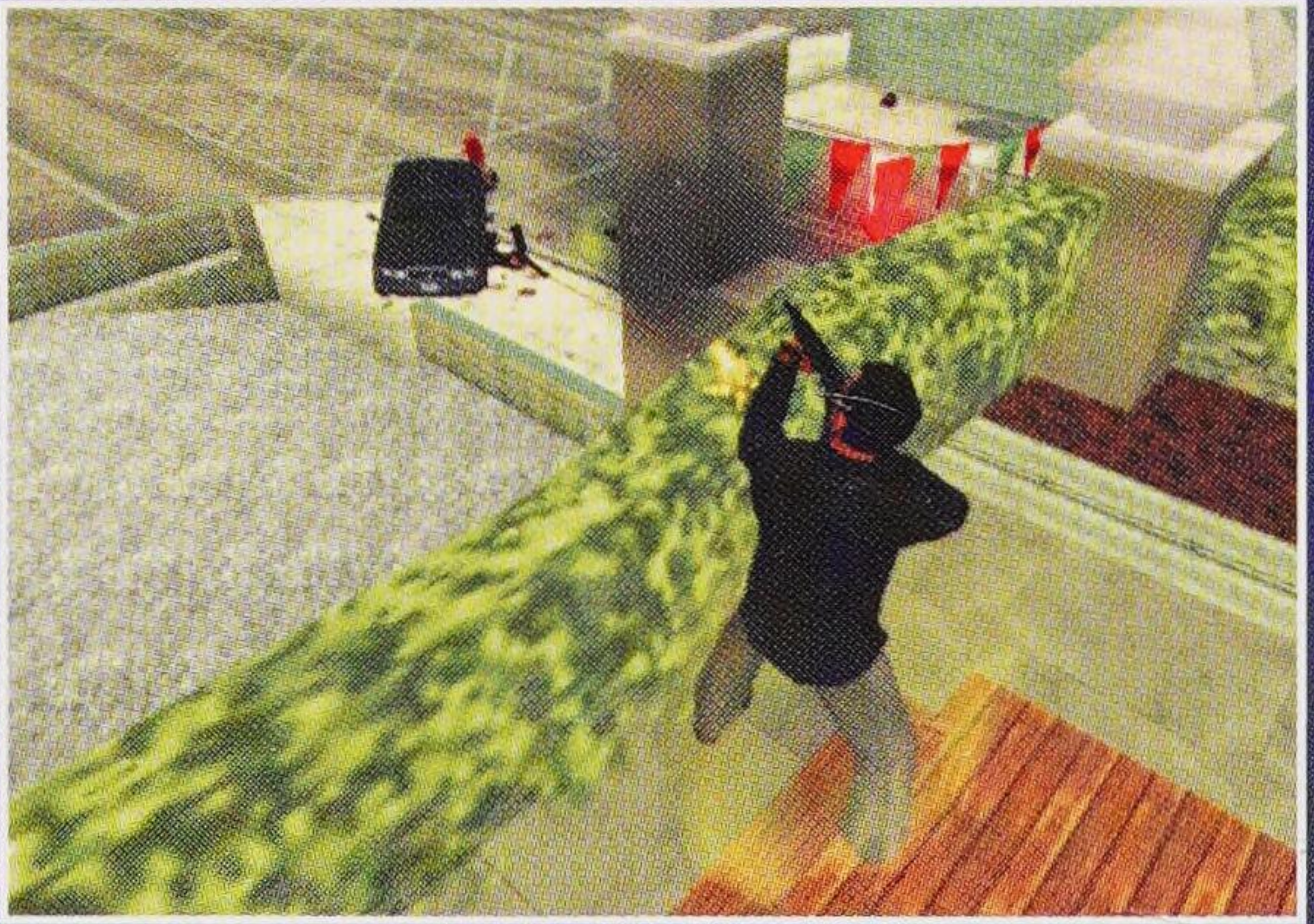
KILL MA'S HITMEN.

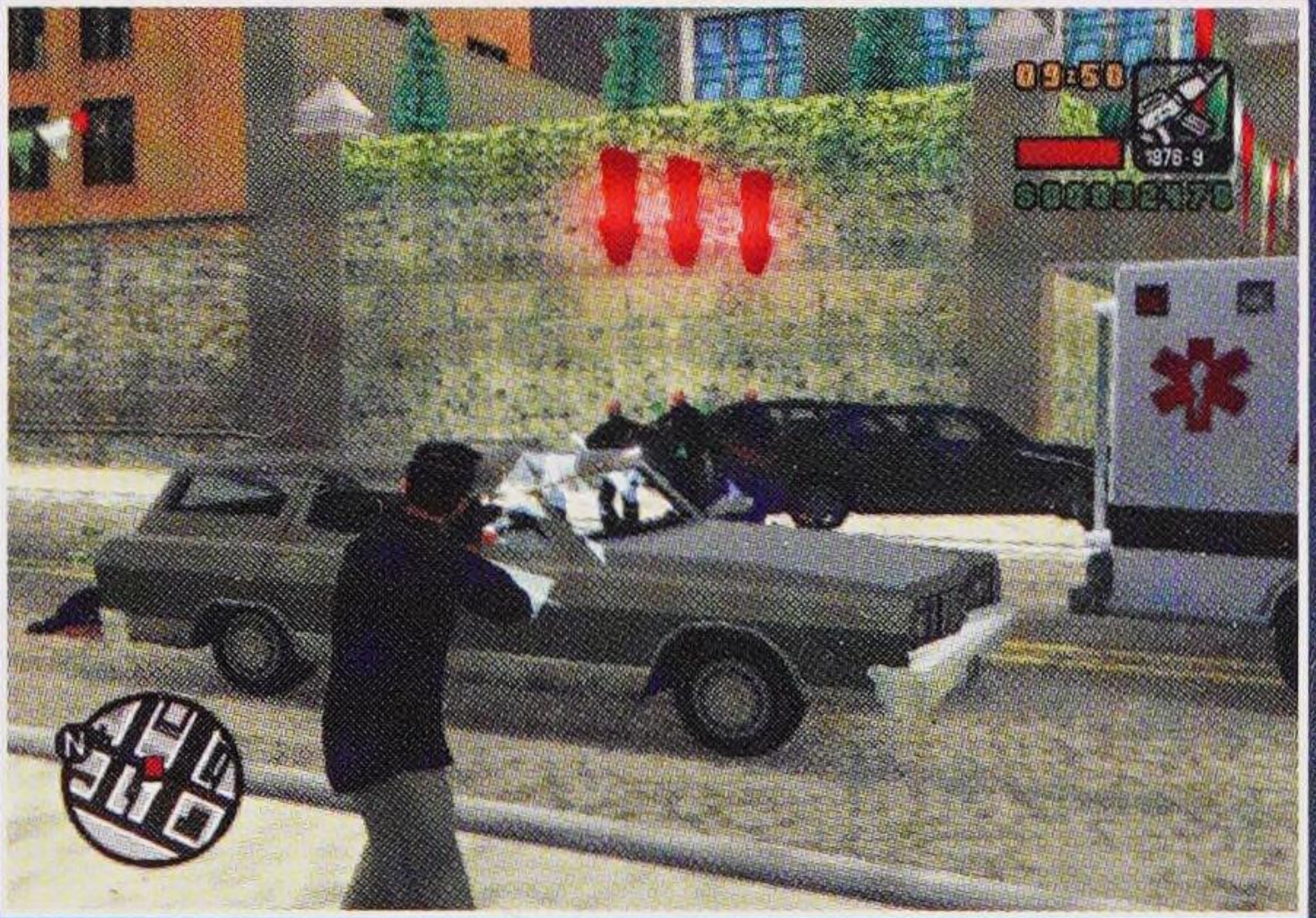
Your mother has gone over the deep end and put a hit on you. When the mission begins, you find yourself standing on her patio with a Shotgun just a few feet away. Pick up the weapon, but select your AK-47. It's the choice gun for this job.

Several waves of hitmen will attack, and each wave is better armed than the previous. Quickly clear the stairs to the parking lot of possible hitmen. If you stay on the patio long enough, you'll be continuously bombarded with grenades. Although the game suggests you get off the balcony for this reason, we liked the safety that it provided despite the grenades, so stay put.









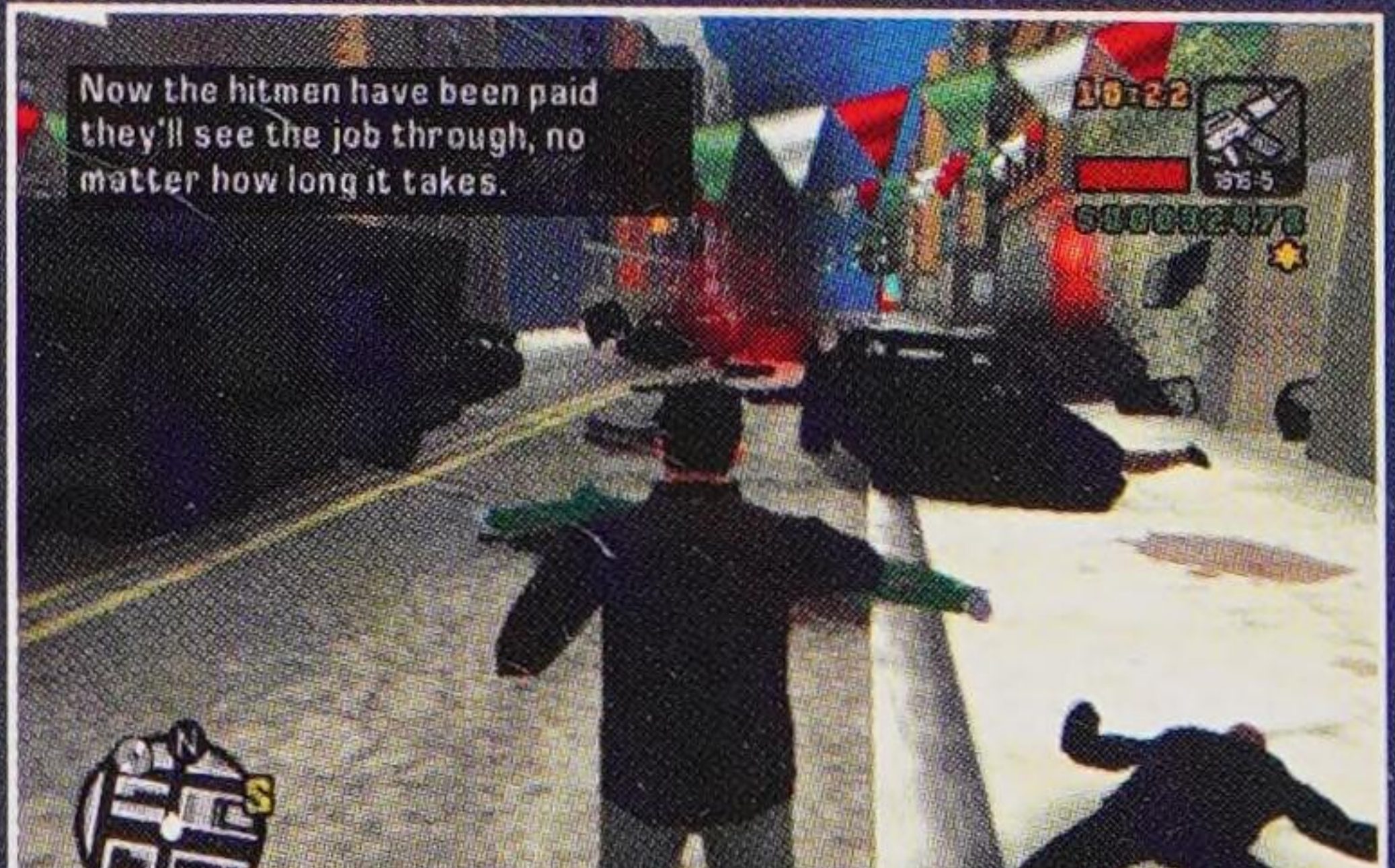
Once the stairs are clear, jump up on the picnic table closest to the parking lot patio wall and use the AK-47 to shoot the hitmen in the street below. When you see a grenade land on the patio (you'll also get a text warning), run to the far corner of the patio near the doorway to get away from the explosion. The blast does not affect you here, as the grenade usually lands where you stand at the picnic table.

Continue running from the corner back to the top of the picnic table to shoot more hitmen and avoid grenades. When only a few remain from the wave, make a break for it. Run down into the lot and take a vehicle. A few vehicles full of hitmen give chase. Lead them to an area with Armor and Health where you cannot be surrounded. High ground is your best bet.

The Hospital is a great spot; you have two Health power-ups and can use the ramp and platform to get the height advantage on them. The last crew packs AK-47s, so beware. Also, try to collect as much of the money they leave behind as you can; they drop loads! Once you've mowed down all the hitmen (no red blips remain on the radar), the mission is a success.

MARKED MAN

The hitmen have been paid. They'll see the job through no matter how long it takes. You will continue to be haunted by Ma's hitmen until you become a Made Man upon reaching Staunton. They appear randomly and in small force. You'll only know they're near when you see this text message: "Keep your eyes peeled; one of Ma's hired guns is nearby." They are easily evaded when in a vehicle. You can also eliminate them when they're forced from their vehicle. Their occasional presence eventually becomes more of a nuisance than a threat.



Now the hitmen have been paid they'll see the job through, no matter how long it takes.

MARIA

MARIA is a staple in this series. She started out as Salvatore's trophy girlfriend and Asuka's sidekick in *Grand Theft Auto 3*. We find out now, three years prior to that story line, that she must have had a long term relationship with Sal; they are together from the start. She's a casual and regular drug user, but only pretends to be out on the edge for attention. She plays "daddy's girl" to Leone and he lavishes money on her. He often gets upset with how much cash she wastes on parties and material items. She has an apartment in Saint Mark's, and this is where you can find her when she's not with Salvatore. Maria's Mission strand opens after completing Sal's *Ho Selecta!* mission.

SHOP 'TIL YOU STROP

REWARD: $100

UNLOCKS: Taken for a Ride

MARIA wants you to drive her around town to go shopping and hopefully show her a good time.

TAKE MARIA TO THE SHOP.

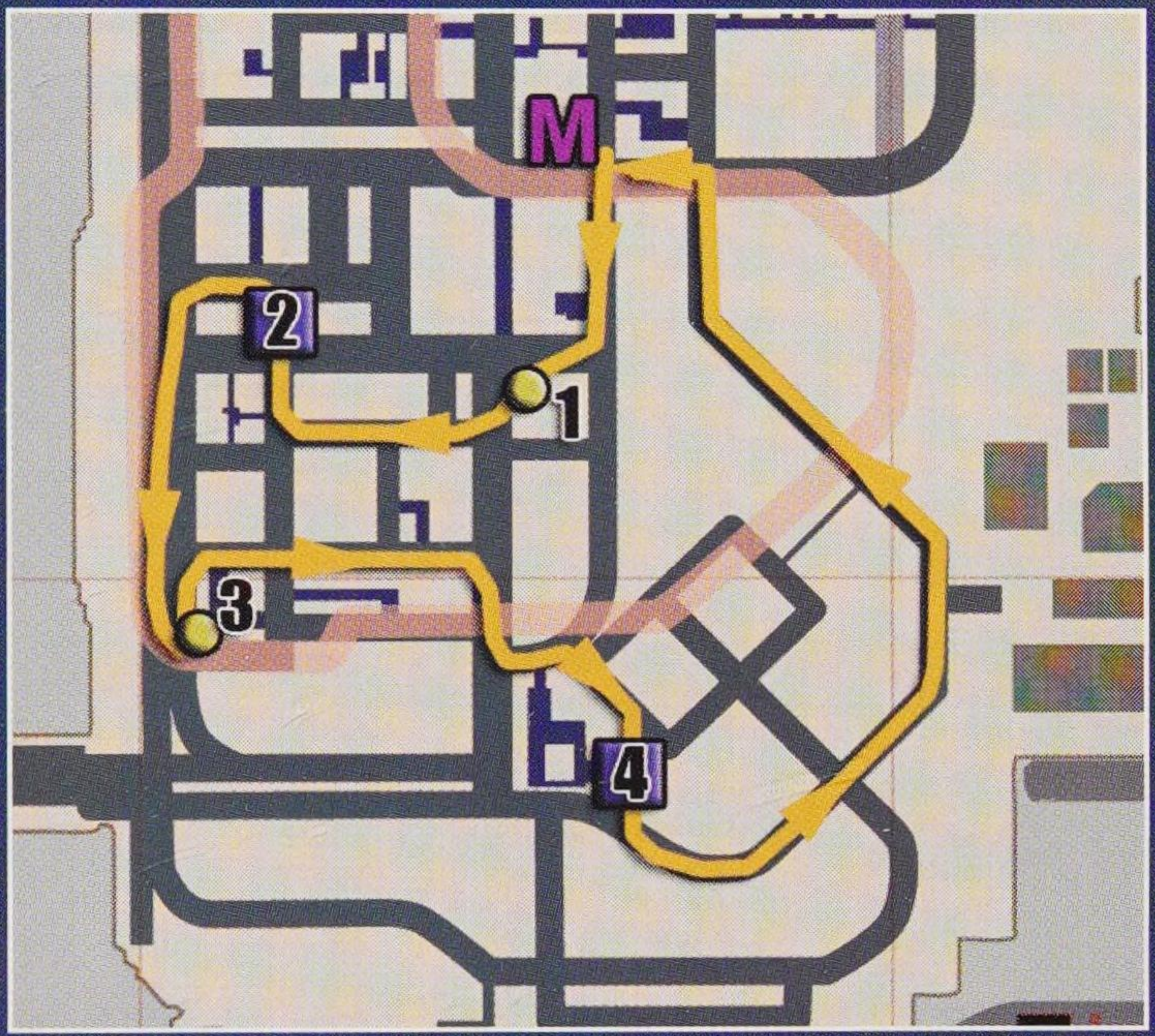
Grab a vehicle outside Maria's apartment **(M)** and wait for her to get in. Follow the yellow blip to the yellow marker in Portland View, then stop in the marker. Maria enters the store **(1)**, shoplifts, then runs out and gets back in your vehicle.

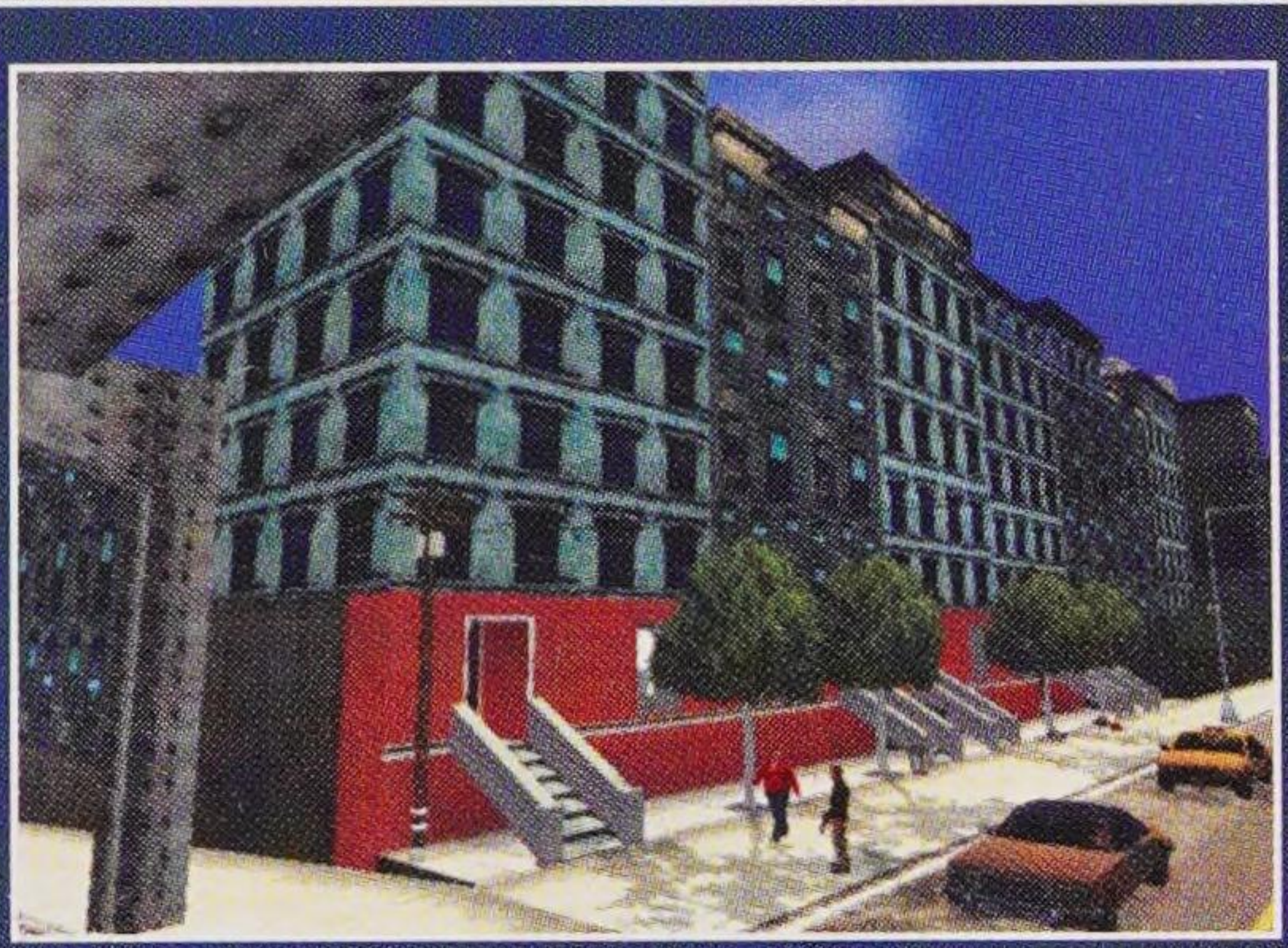
LOSE THE HEAT.

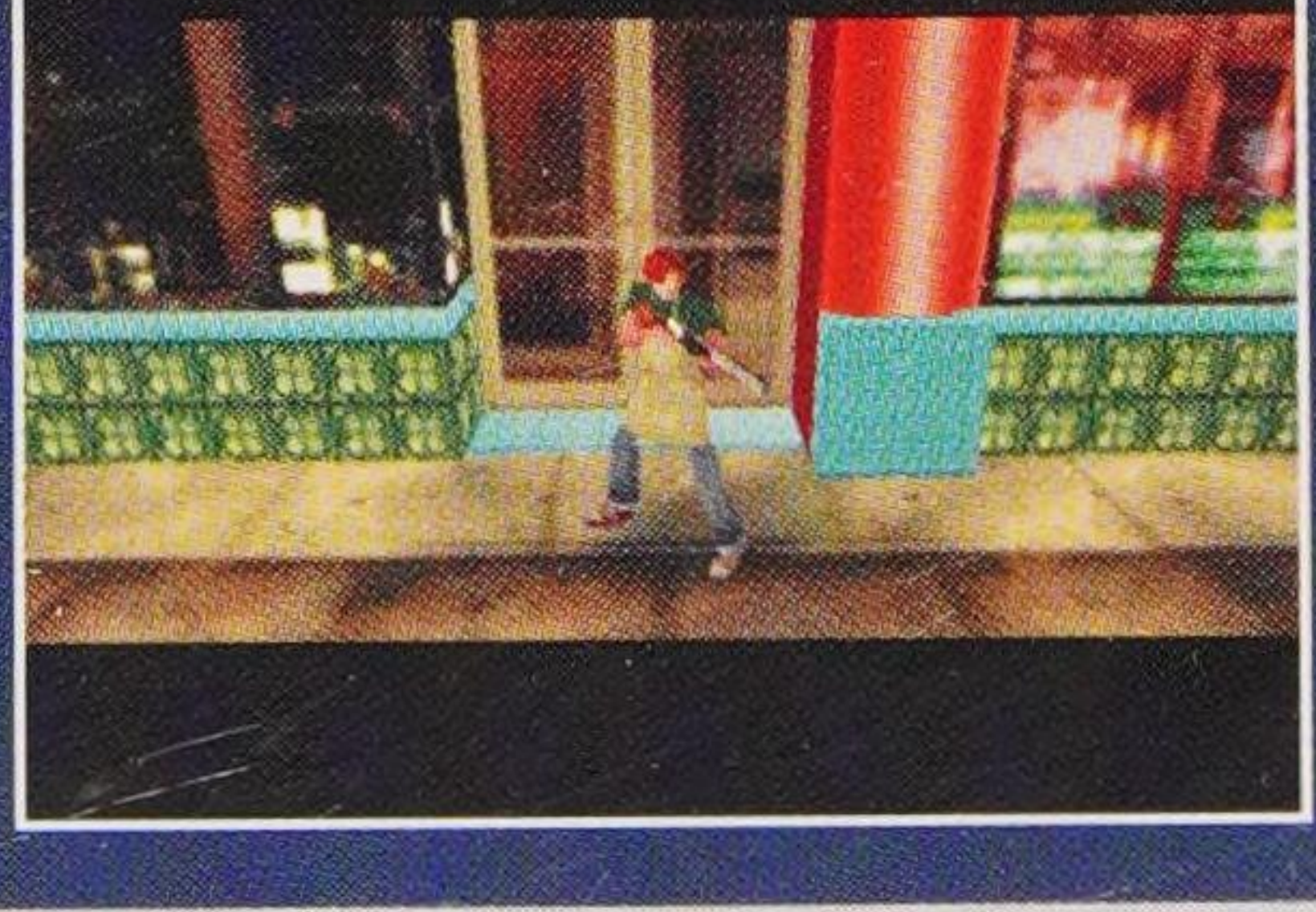
You get tagged with a one-star Wanted Level. Get rid of it by finding a nearby Police Bribe **(2)** or just by laying low—away from any cops. Once the Wanted Level is clear, you get the next objective.

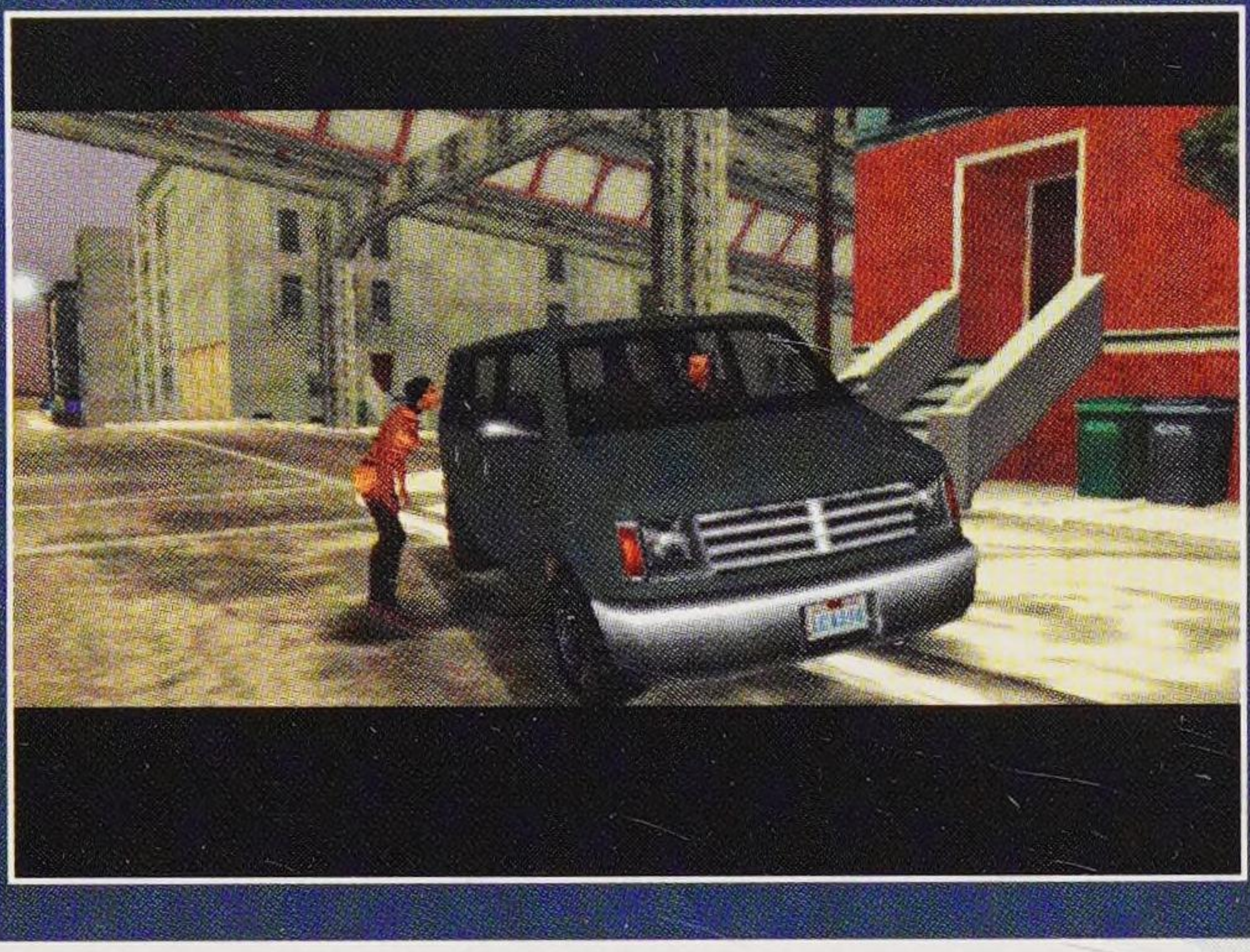
TAKE MARIA TO THE SHOP.

Follow yellow blip to the store in Chinatown **(3)**. Once again, she enters, shoplifts, and then expects you to be her getaway driver. This time, though, the store owner is shooting at you!



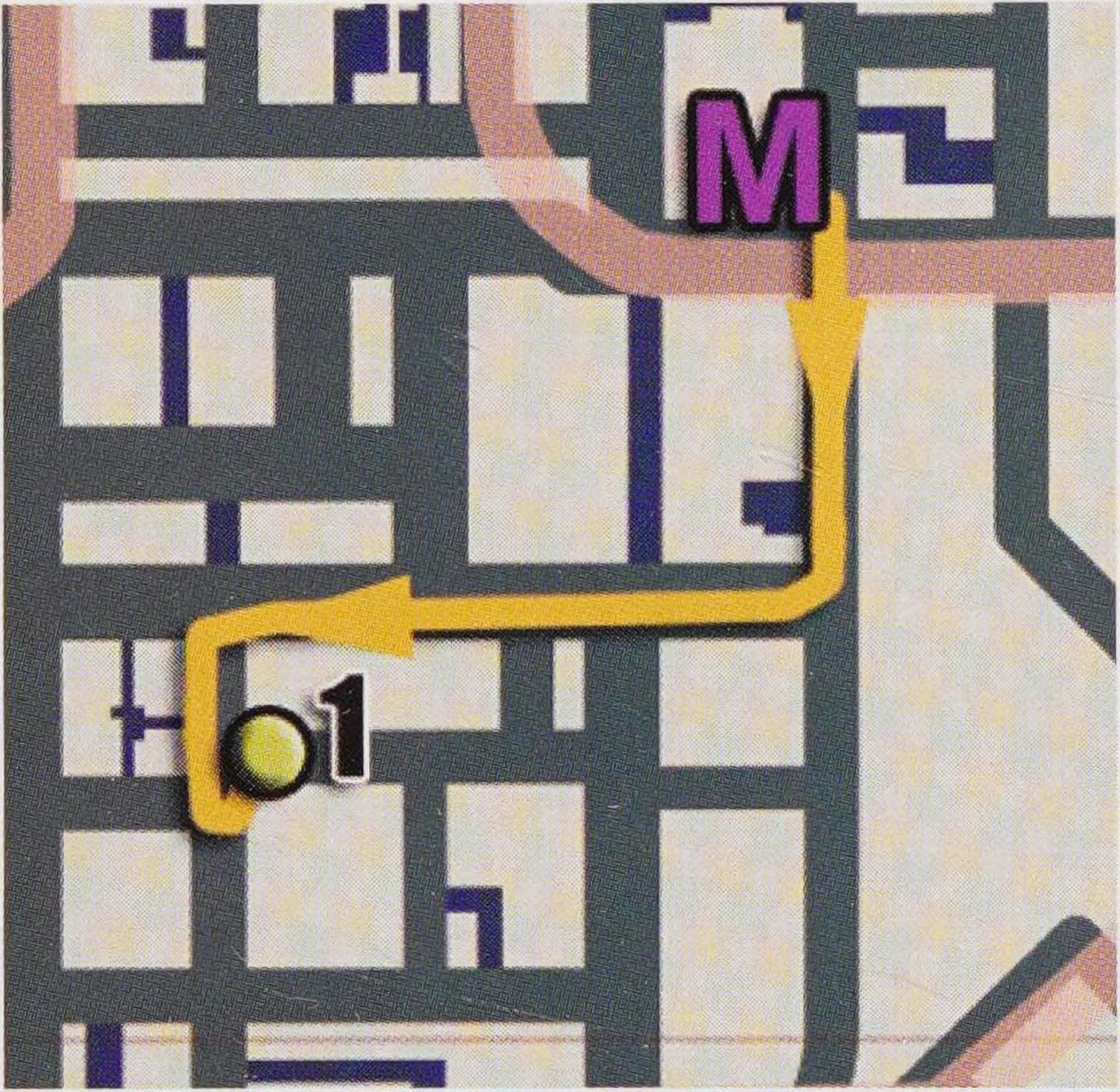






DRIVE MARIA BACK TO HER APARTMENT.

Tear away quickly from the attacking store owner. This is a good place to switch cars because the owner will shoot your tires out. You now have a three-star Wanted Level, but you don't need to lose it to complete this objective. The yellow marker at her house is active, but you may want to stop into the Pay 'n' Spray or drive through another Police Bribe **(4)** just to survive the police attacks. If Maria dies, the mission is failed. Pass through the marker at her apartment safely, though, and the mission is a success.



TAKEN FOR A RIDE

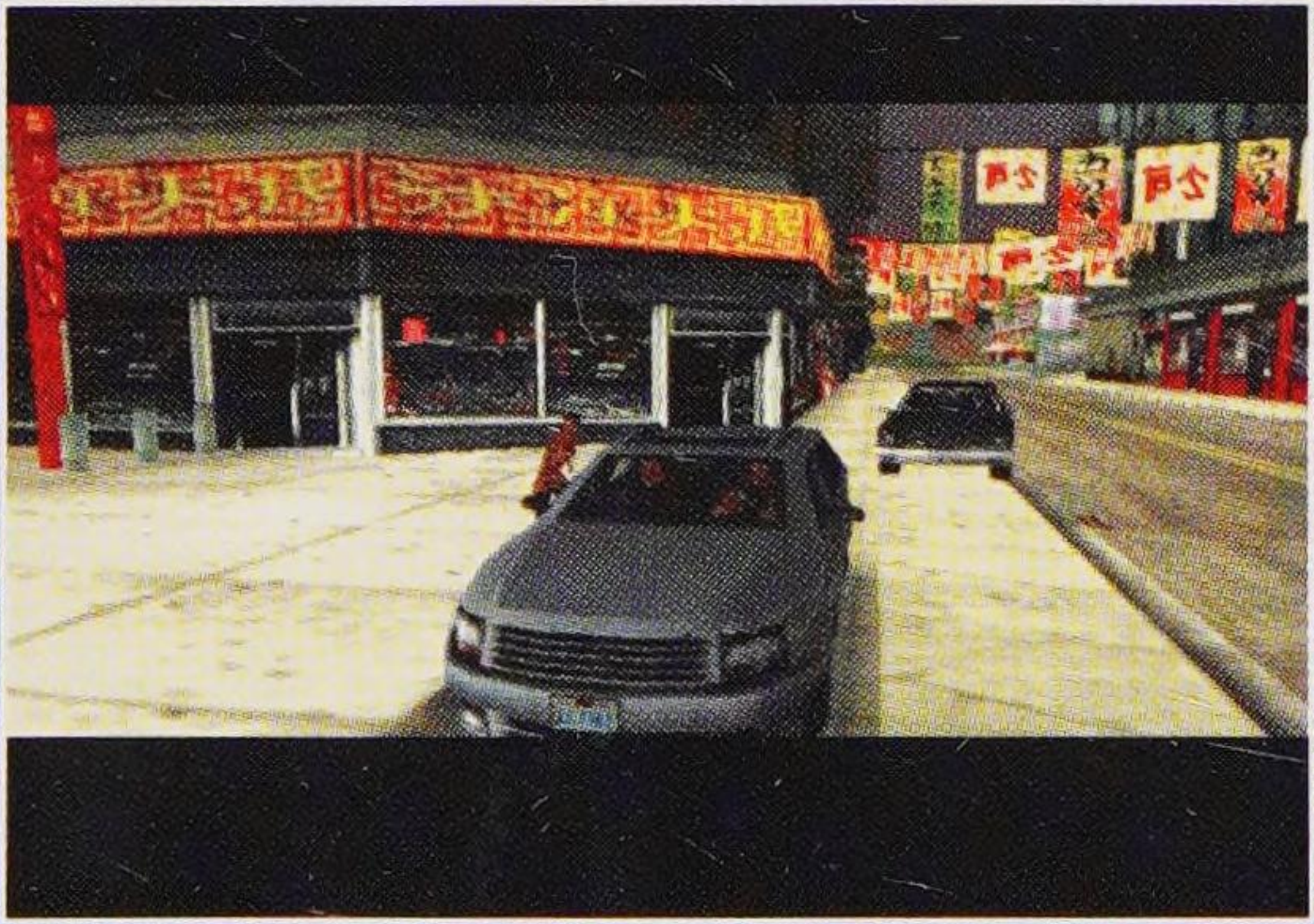
REWARD: $500

UNLOCKS: Booby Prize

YOU walk in on Maria while she's on the phone talking to her dealer; trying to talk in code, but doing an awful job. She's obviously after some drugs.

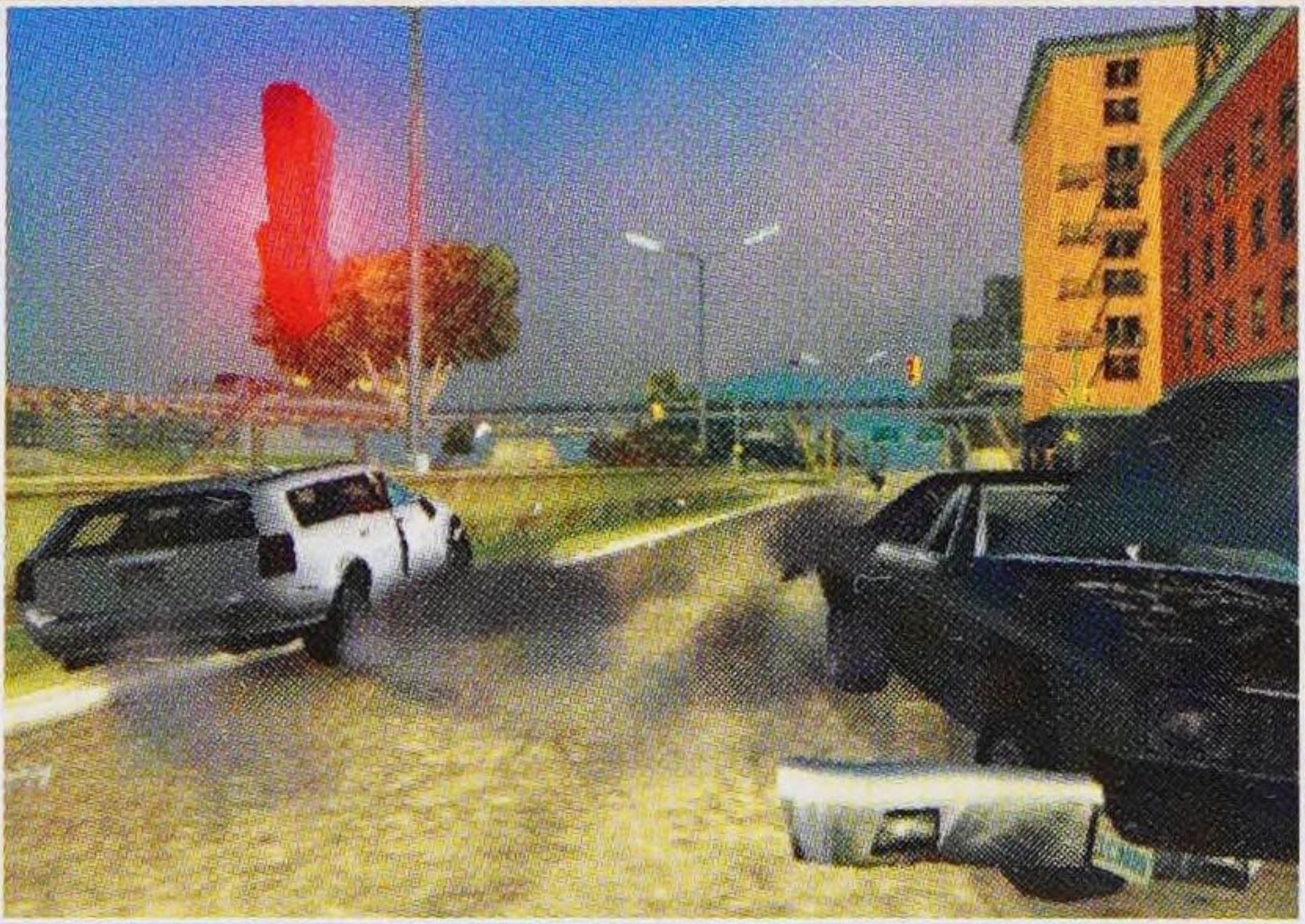
TAKE MARIA TO SEE HER DEALER.

Make sure you have full Armor, Health, and some decent firearms. Grab a durable vehicle outside the apartment and allow Maria to enter. Follow the yellow blip on the radar to the yellow marker in Chinatown. Stop in the marker **(1)**. Maria enters her dealer's Sindacco Argento and they take off, kidnapping her.



RESCUE MARIA.

Chase the dealer's car and run into it until the occupants get out. Use drive-by shooting to speed the damage, but don't overdo it; Maria's inside and she must not die or the mission is failed.



TAKE OUT THE SINDACCOS.

Once you force the drug dealers out, whip out your submachine gun or AK-47 and let 'em have it. Gun them down to reach the next objective. This act often earns you a small Wanted Level, so watch out for cops when you enter the next vehicle.

TAKE MARIA BACK TO HER APARTMENT.

Steal an undamaged vehicle and allow Maria to enter. Follow the yellow blip back to her apartment, passing through any nearby Police Bribes if the cops are annoying you. Stop in the yellow marker to complete the mission.

Take Maria back to her apartment.

BOOBY PRIZE

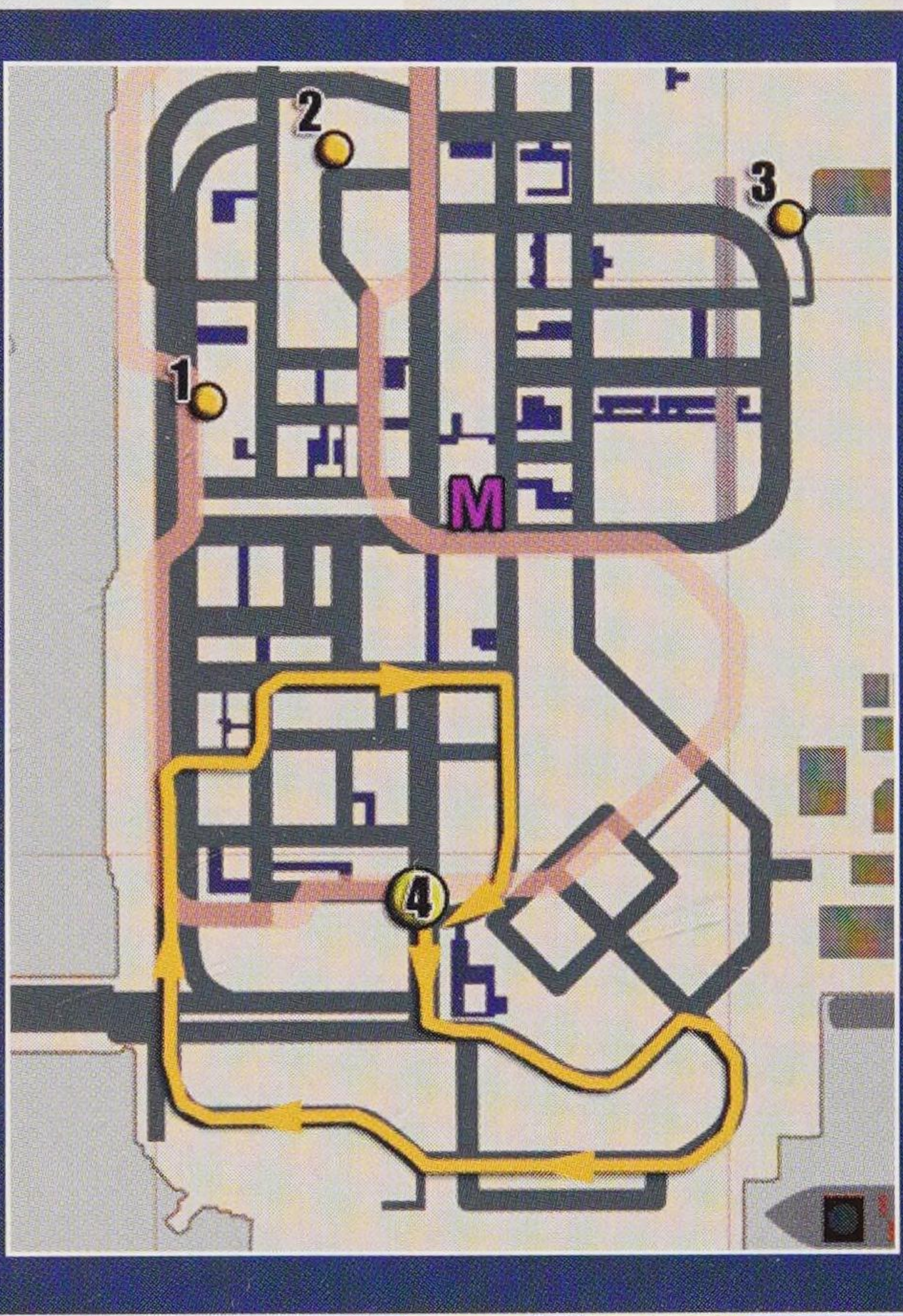
REWARD: None

UNLOCKS: Biker Heat and after phone call, Contra-Banned (Salvatore mission).

IN a pathetic attempt to make Toni feel romantically toward her, Maria puts herself up as first prize in a street race, forcing Toni to win the challenge and save her.

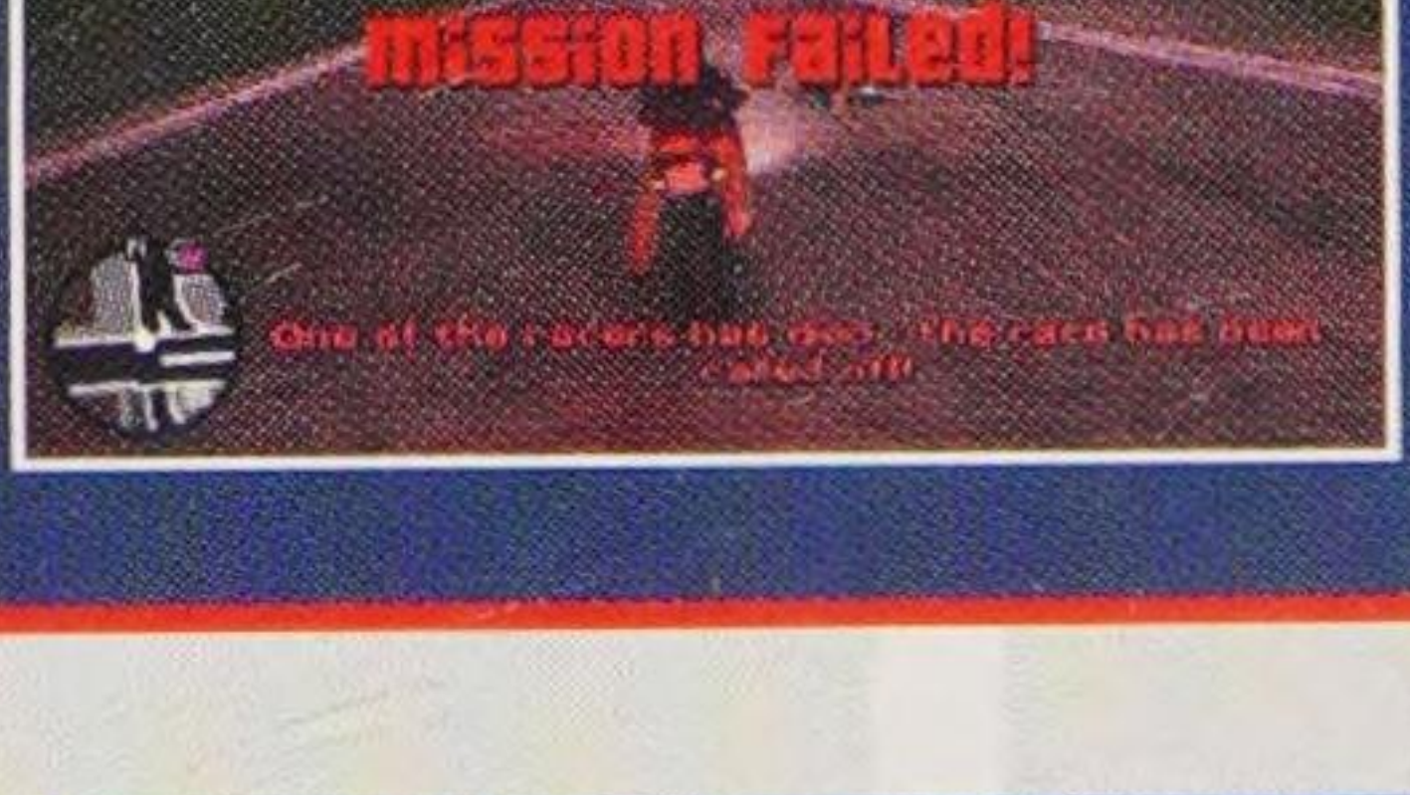
FIND A BIKE AND HEAD FOR THE STARTING LINE.

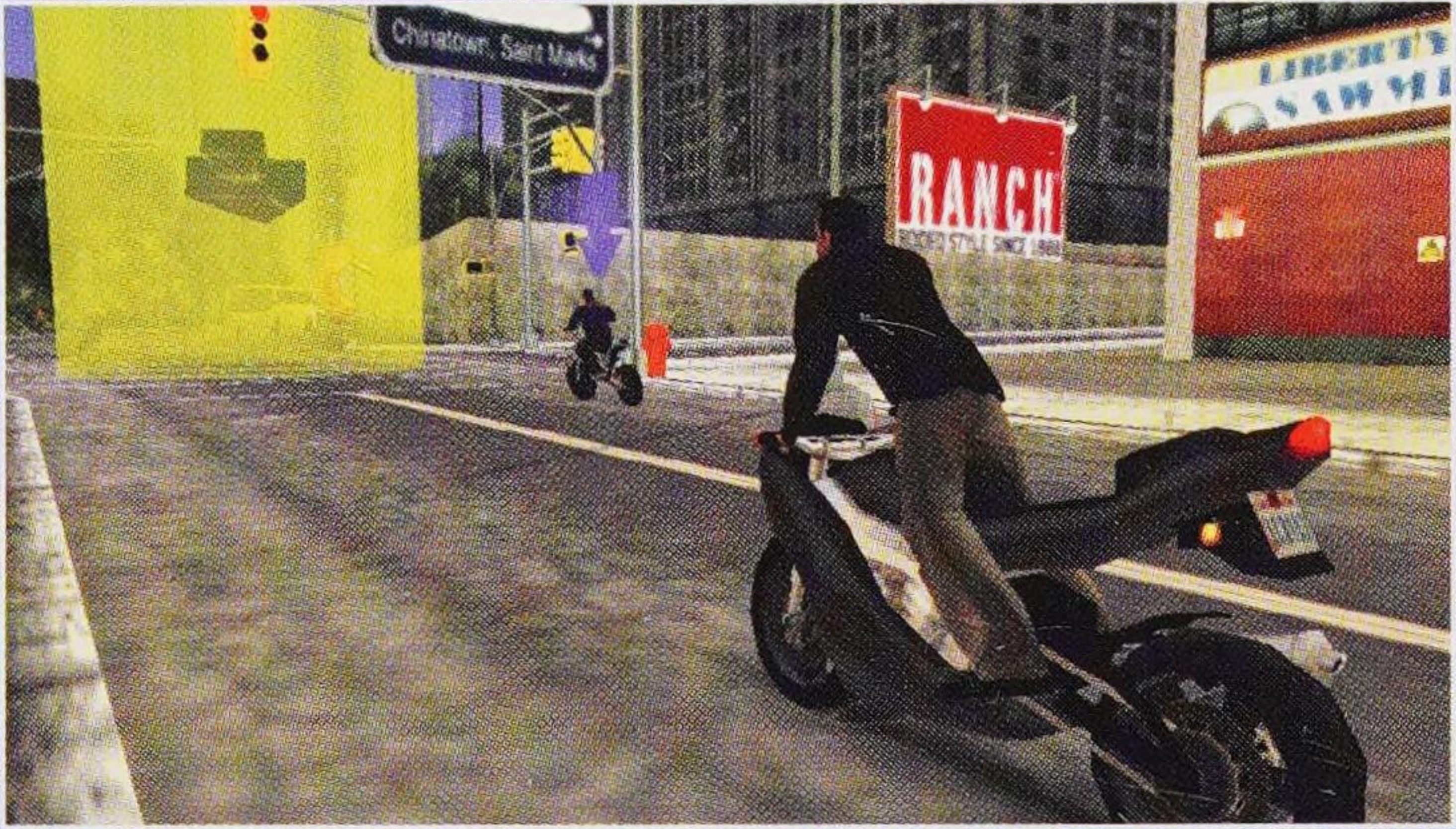
You should find a PCJ-600 fairly easily on the road at this time. If not, check out the three locations on our map to find a PCJ-600 that usually spawns in the same three locations: In a small alley near your *Grand Theft Auto 3* safe house **(1)**; parked at the apartments north of the construction site **(2)**; in Salvatore's driveway **(3)**. Follow the yellow blip on the radar to the starting line in Chinatown, a block north of the Callahan Bridge. The competition are riding Sanchez bikes, so if you have a PCJ-600, catching up and keeping your lead is much easier than if you're also on a Sanchez.



DON'T WASTE OPPONENTS

There's no point trying to destroy the other bikes before the race begins or attempting drive-bys during the competition; attacking before the race begins causes the race to start that very moment, and killing the other racers during the race results in mission failure.





Approach the starting line **(4)** and the race begins. The checkpoints lead you through Callahan Point, Chinatown, Portland View, Trenton, and back to the Chinatown lap marker. This race is tough to win the first time through. Try it a few times to familiarize yourself with the course. The AI is very forgiving with its rubberbanding difficulty level. If you fall off your bike a couple of times, you still have a chance to win if you drive well from there on out. Following a wipe-out, you have 25 seconds to get back onto a bike or the mission is failed.

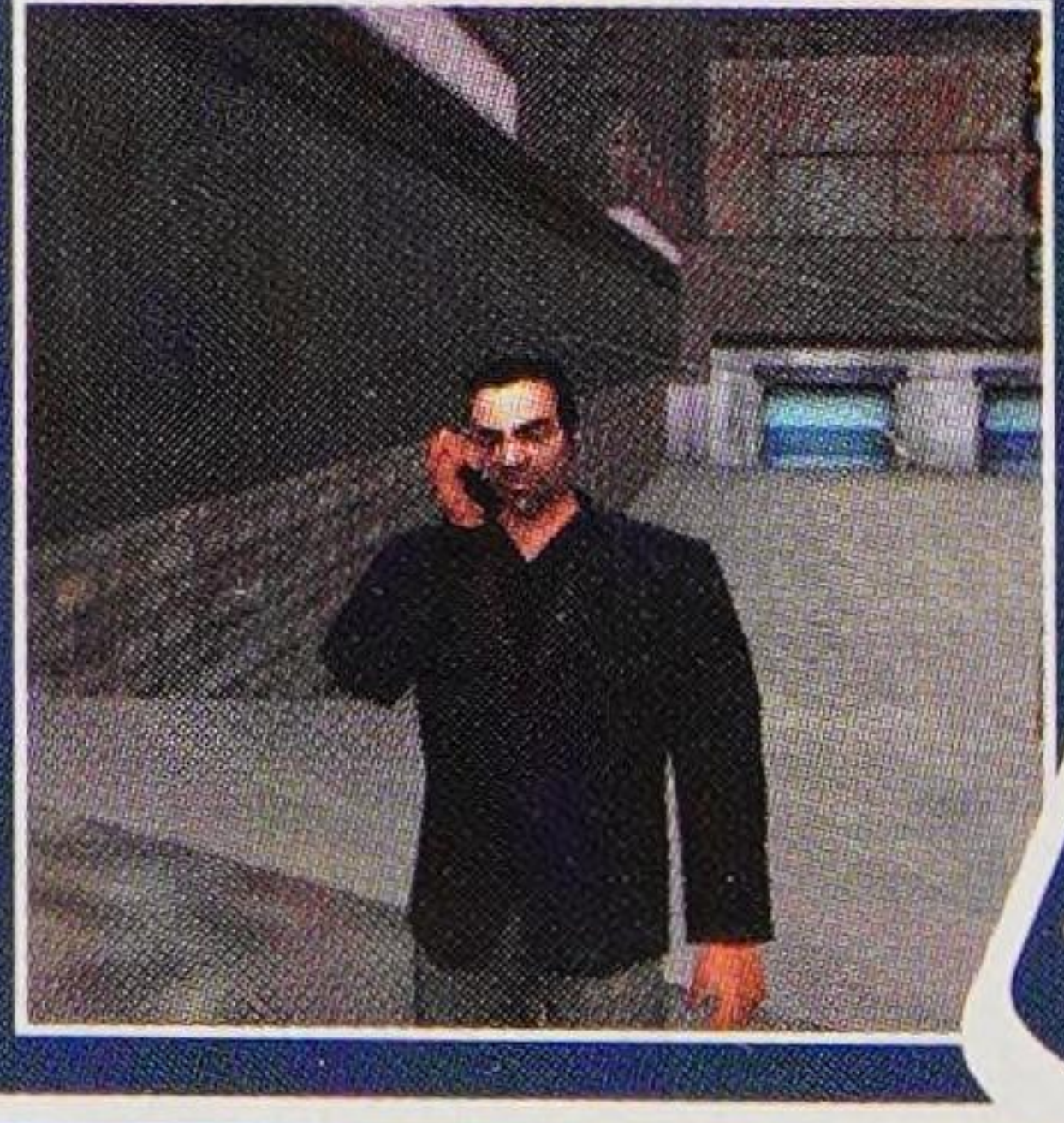
Drive cautiously and avoid recklessly high speeds. Driving at a steady speed without falling is the key to victory. It's the Tortoise and the Hare tactic that works best—slow and steady wins the race. Lean slightly forward for an aerodynamic speed boost along the long straightaways, but watch out for opposing traffic. You must be the first to cross the finish line on the second lap around town to complete the mission. Regardless, Maria takes off on a chopper with a guy named "Wayne" after the race. No money is awarded for your effort.

BIKE RACE CHALLENGES

Now that you've made a name for yourself on the underground racing circuit, challengers will frequently contact you throughout Liberty City for more underground racing opportunities (check out the Pastimes section of this guide for details and locations for all the races).

PHONE CALL FROM SALVATORE

After completing *Booby Prize* (as long as you are not in a vehicle) you soon receive a cell phone call from Salvatore. He wants to know where Maria is and lets you know he has some work for you. This reopens the Salvatore mission strand. You can now play *Contra-Banned* if you have finished *Rollercoaster Ride.*



BIKER HEAT

REWARD: $1500

UNLOCKS: Overdose of Trouble

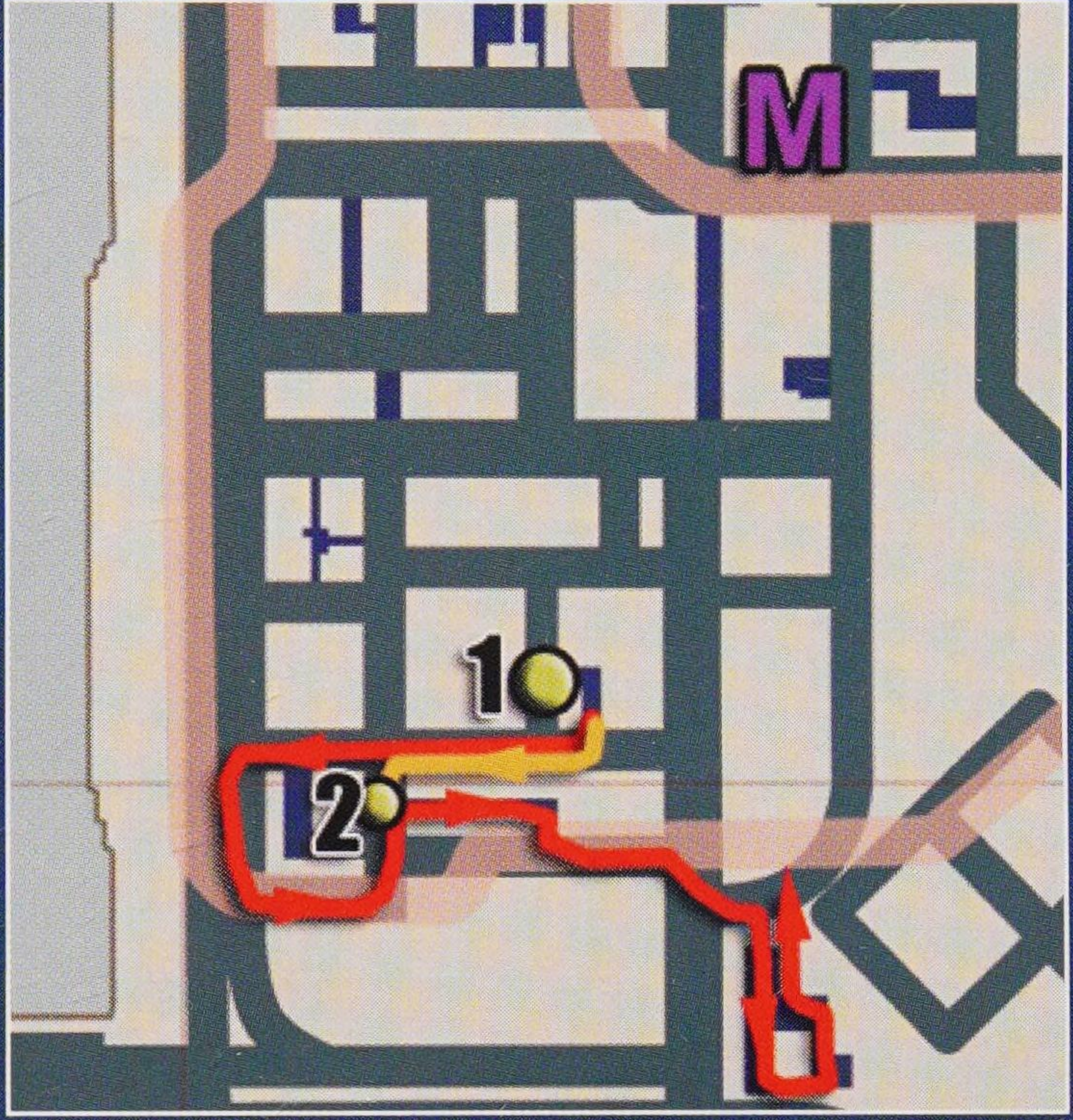
MARIA has been severely beaten up. Her new fling, Wayne, is to blame. He fires back at her when she tells him that Toni is her new love interest. Toni takes off to settle the score.

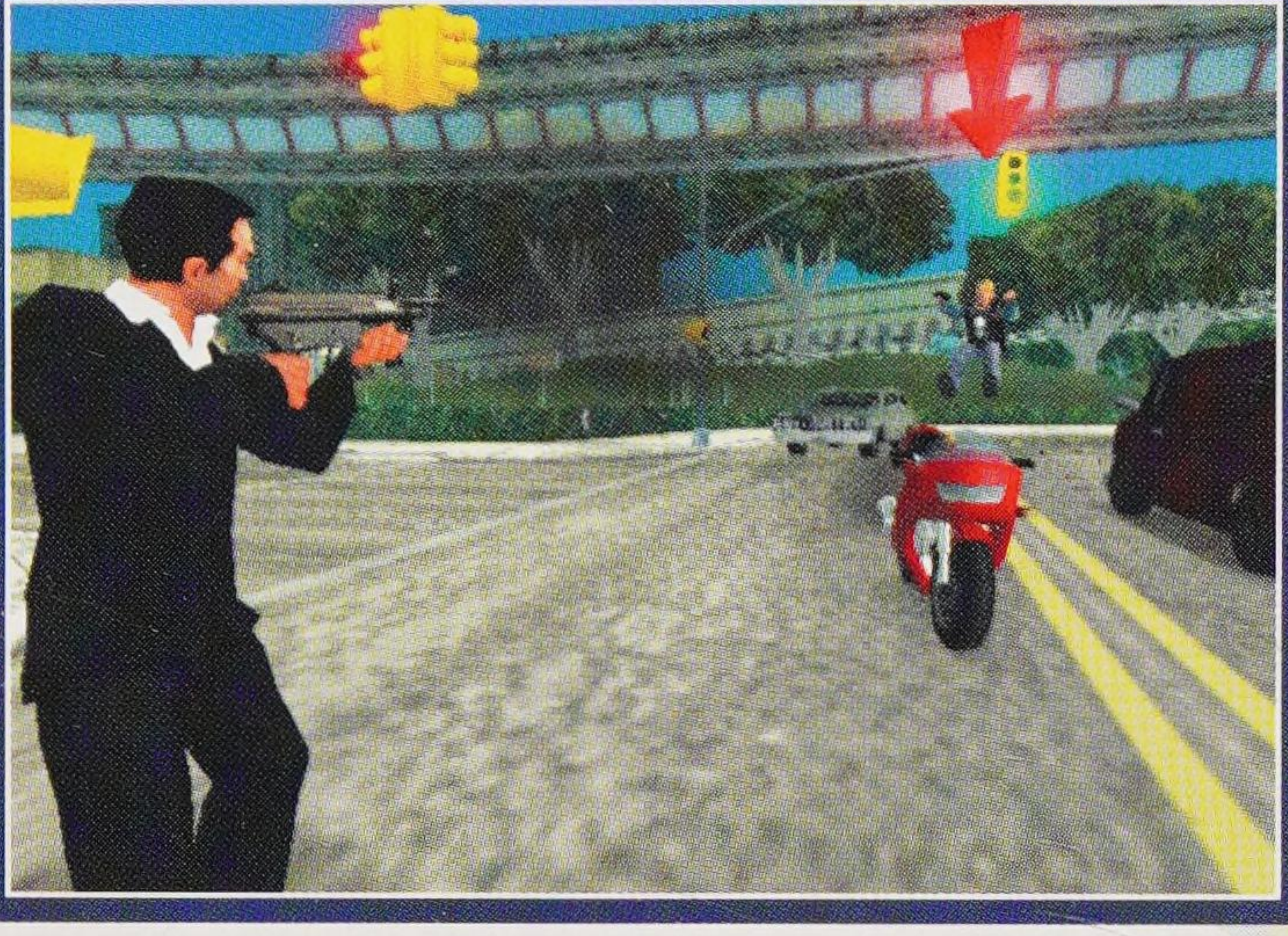
WAYNE CAN BE FOUND WITH HIS GANG IN CHINATOWN. GET OVER THERE AND RUB HIM OUT!

Follow the blip on the map to the Chinatown market to find Wayne **(1)**. Make sure that you have maximum Health and Armor and are packing a submachine gun for drive-bys (one is almost automatically given, but having more ammo helps). Step into the yellow marker in Chinatown and a cinematic shows Toni approaching the biker, Wayne. When Toni gets close, Wayne jumps on a swift PCJ-600.

WAYNE'S ESCAPING! GET ON A BIKE AND WASTE HIM.

When the cinematic ends, you find yourself standing beside a yellow PCJ-600 and a submachine gun. Grab the weapon as you mount the bike. Ignore the other bikers to avoid any delays to your main goal, although you may have to waste the guy closest to the bike to get him out of the way. Take off after Wayne, who's already building a substantial lead. If he gets too far ahead, the mission is failed, so stay on top of him. The easiest way to take him out is with forward aimed drive-bys. This keeps you from fumbling around with the extra buttons, plus you can see where you're going while speeding through the city.

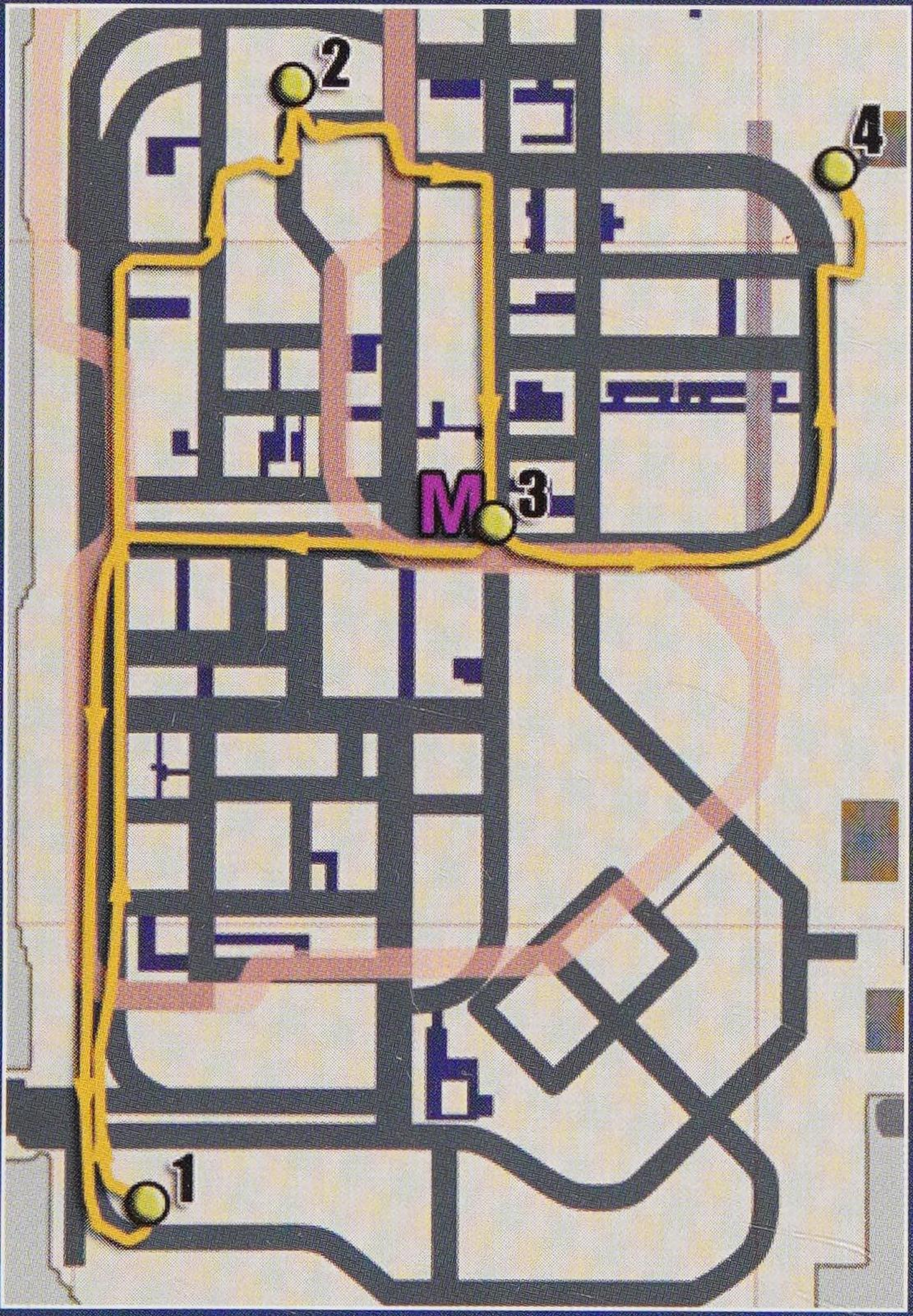




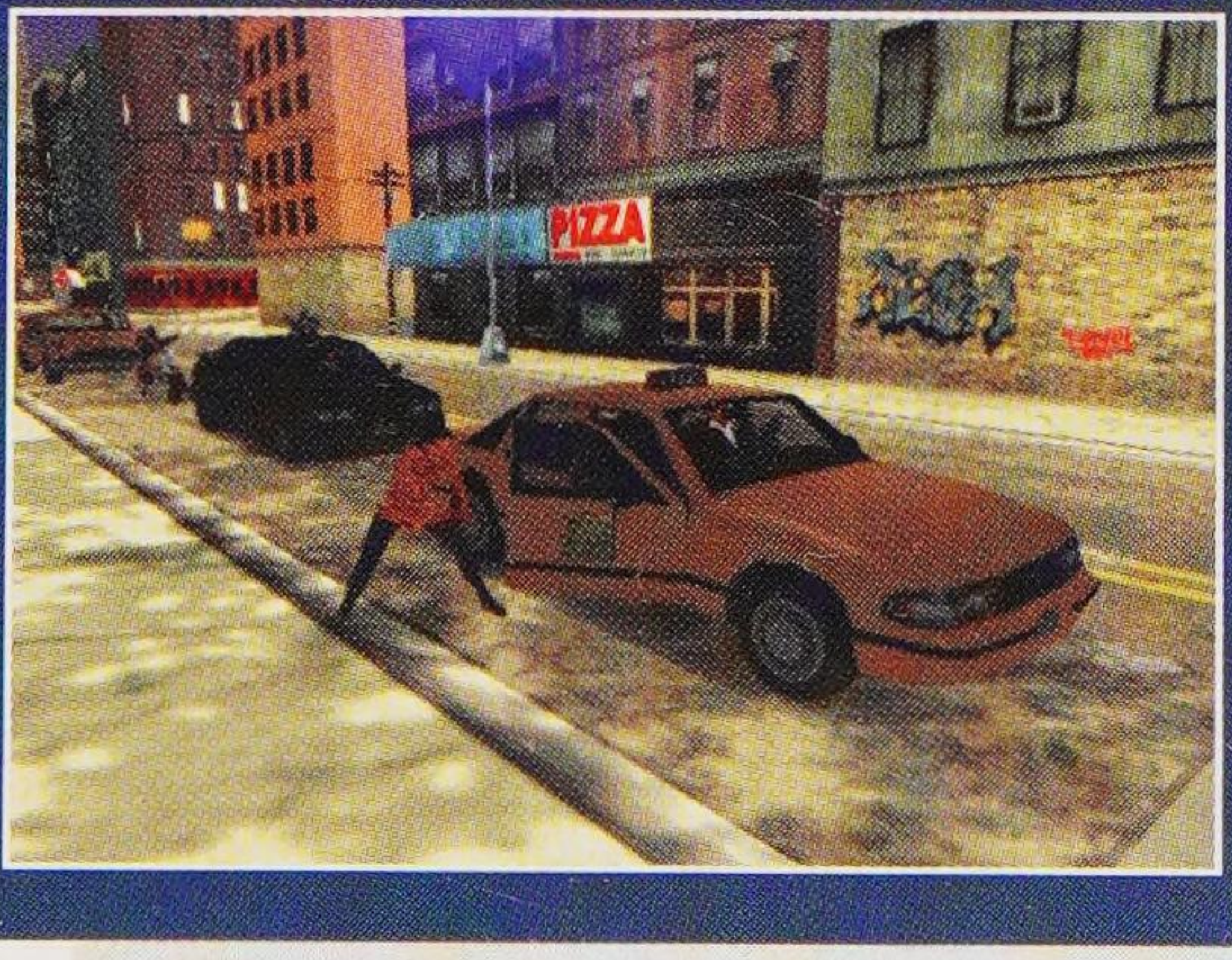
Simply stay on Wayne's tail and spray him with bullets. He's a great rider and takes difficult alley shortcuts, so try to take him out quickly. When Wayne is history, the mission is complete. You can also take the first left after turning right out of the original alley, then dismount your bike **(2)** and wait for Wayne to come around the block (he takes the second left and circles the block; see red route on our mission map). Shoot at him with a shotgun, using auto-aim. Claim his knife, stubby shotgun, and a few hundred dollars from his carcass when the deal is done.

OVERDOSE OF TROUBLE

UNLOCKS: Goodfella Outfit in all safe houses when you complete Maria's Missions.



MARIA'S OD'ed, and needs a zap to straighten her out. She says you can get some at Callahan Point.



MARIA CAN BARELY WALK. FIND A RIDE!

Once outside the apartment **(M)**, jack a ride and pick up Maria. A durable car works nicely since your pursuers will all be on bikes in a few moments. Be very careful about acquiring a Wanted Level; Maria walks very slowly so a cop will have plenty of time to pull you out of the vehicle before she gets in.

TAKE MARIA TO THE DINER IN CALLAHAN POINT.

Follow the yellow blip to Callahan Point and pull into the yellow marker in the Rusty Brown Donuts parking lot **(1)**. Upon arrival, Maria realizes that she left some stuff stashed in Hepburn Heights. Meanwhile, a biker gang in the same parking lot recognizes you as the guy who knocked off Wayne.

TAKE MARIA TO HEPBURN HEIGHTS.

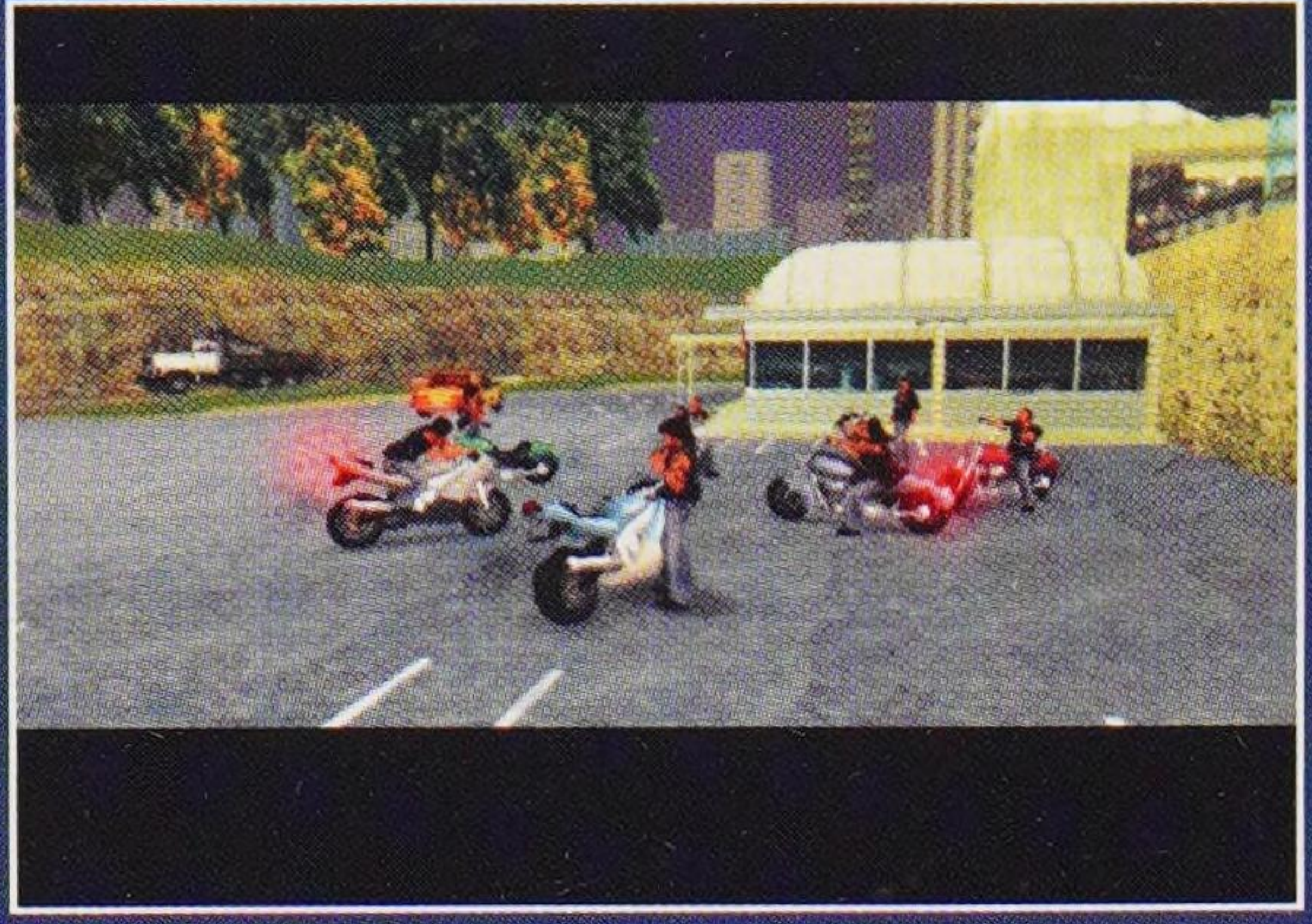
While you race across town, navigating the most direct route to the yellow blip on the radar, you are relentlessly pursued by the armed bikers. Stay calm and drive cautiously, yet swiftly, and you'll reach Hepburn Heights without taking much damage. If you do, though, then stop into the Pay 'n' Spray; it can be easily drawn into your route. When you reach the yellow marker in the apartment building's parking lot in Hepburn Heights **(2)**, Maria suddenly remembers that she's actually hidden the drugs in her apartment!

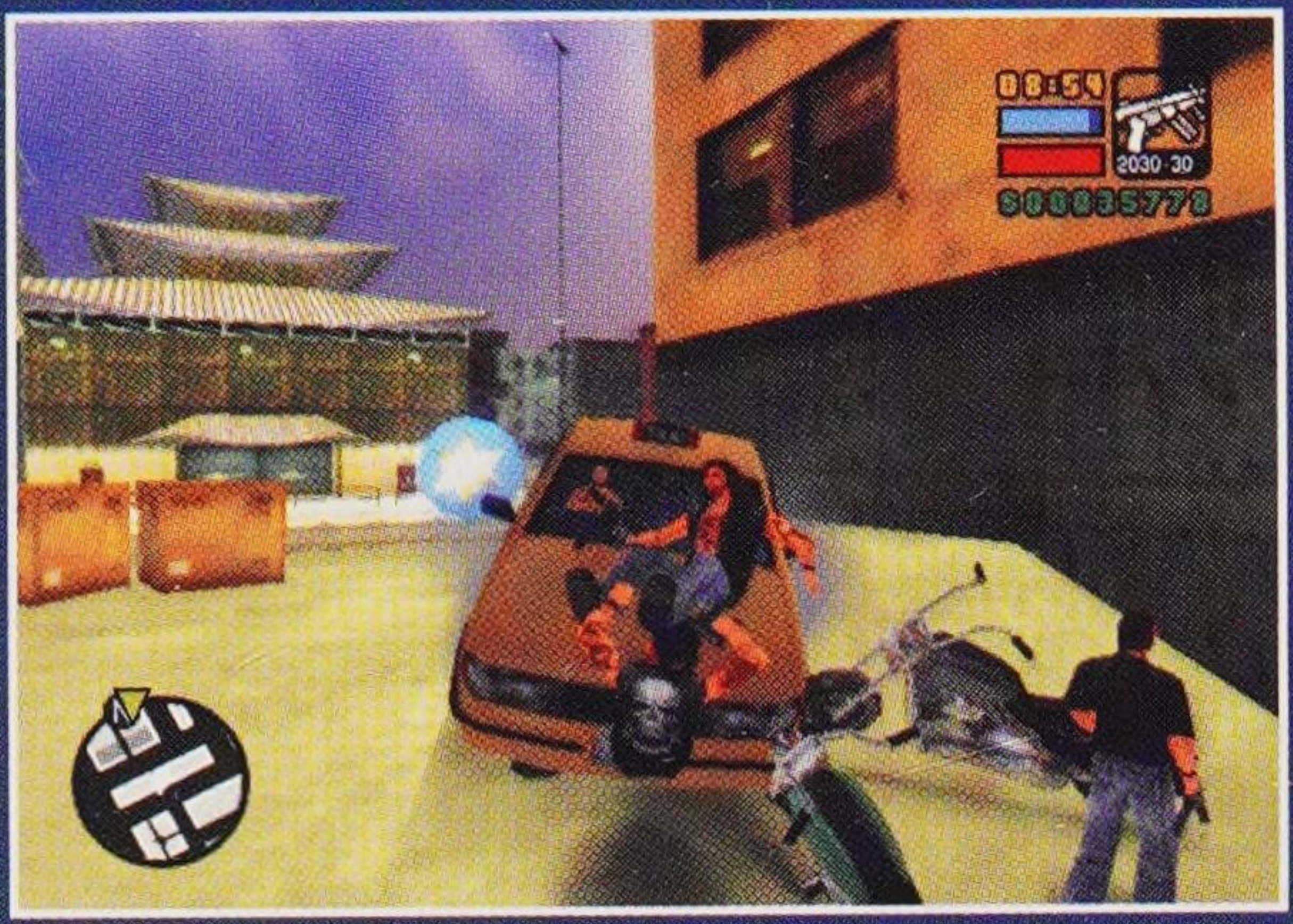
TAKE MARIA BACK TO HER APARTMENT.

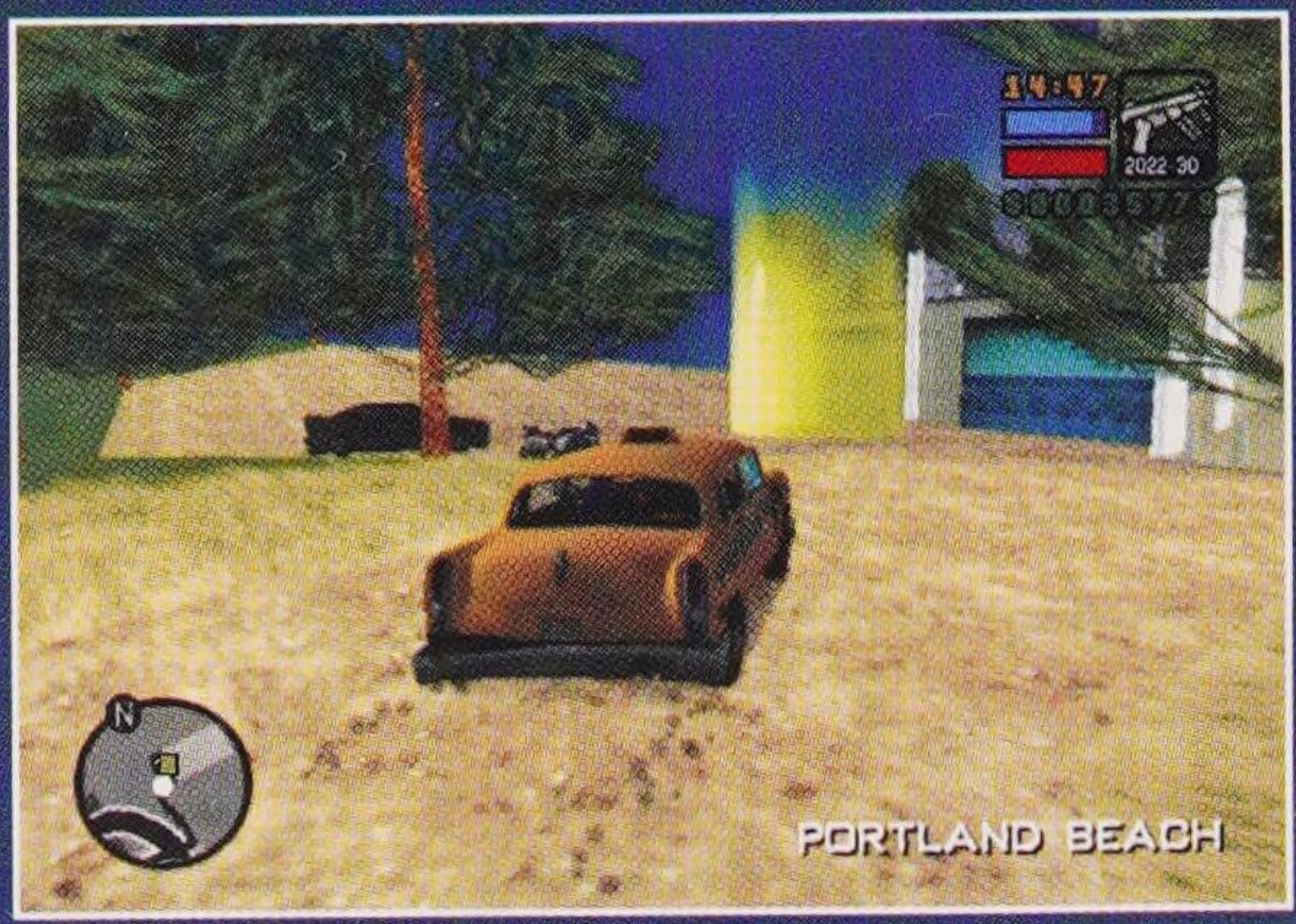
Stopping in the Hepburn Heights marker gives the bikers a chance to catch up to you, so a skirmish is sure to unravel there. Stay calm and back up over the bikers on your way back to the apartment—these guys are easily knocked off their rides. Just speed through the yellow marker at her apartment **(3)**; once there, the increasingly flakey Maria announces that she meant Salvatore's home, not her apartment.

TAKE MARIA TO SALVATORE'S MANSION.

Speed through Saint Mark's, past the bistro and into Portland Beach. Pull into Salvatore's drive and stop in the yellow marker near his garage **(4)**. Maria screams and rants and raves. She accuses you of coming on to her and then asks for money. She's really messed up. Fortunately, the mission is complete, along with Maria's mission strand.







GOODFELLA OUTFIT

Completing Maria's last mission earns you the Goodfella Outfit. It is now available at your safe house.

SALVATORE LEONE

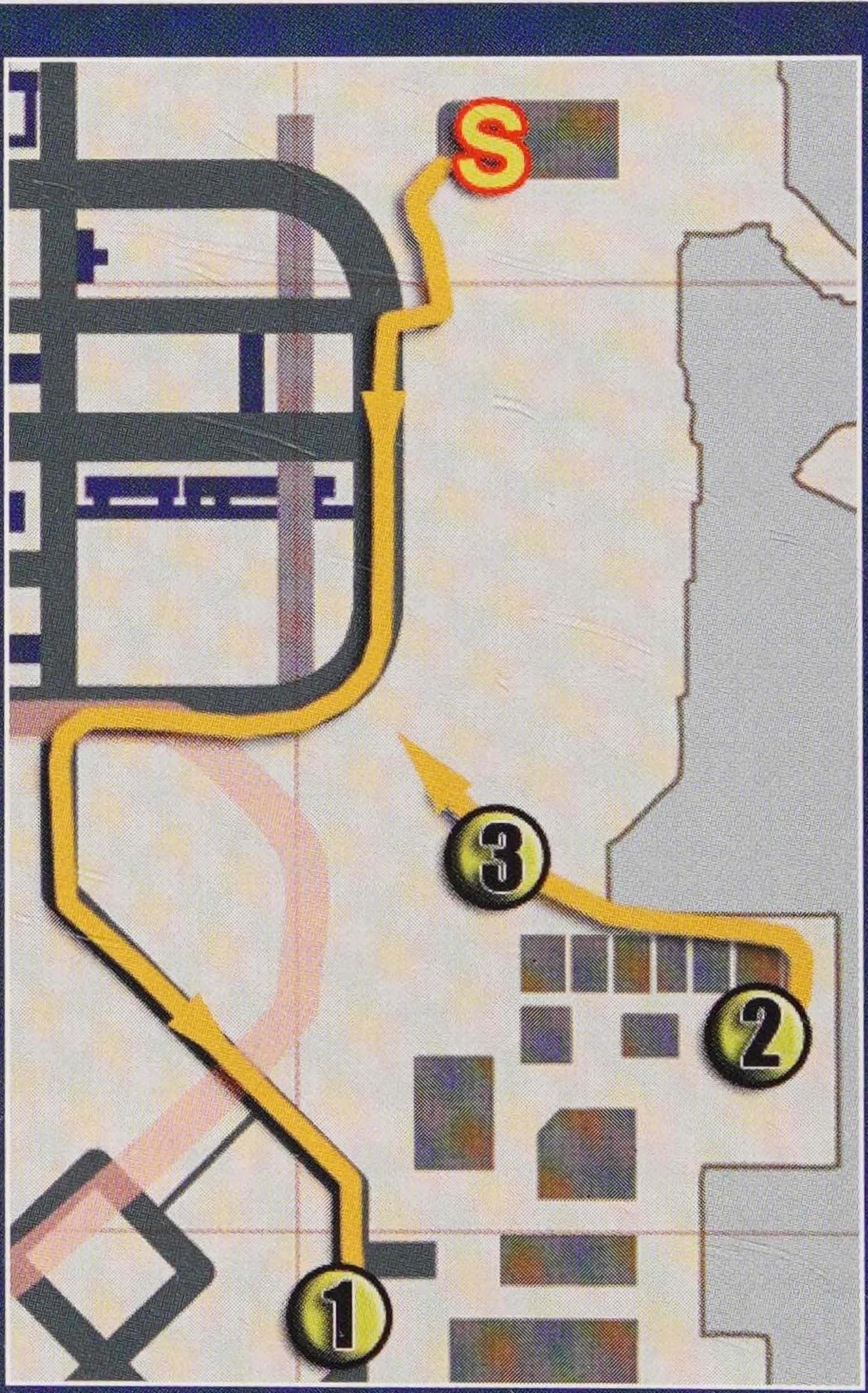
OLD SCHOOL players will remember Salvatore Leone as a big player in *Grand Theft Auto 3*; he was one of the main mission givers. He's the head of the Leone Family Mob. You'll also remember his son, Joey, as the mission giving grease monkey with an obscene lack of ambition. Salvatore's mission strand is opened when you successfully deliver him from Paulie's Review Bar and to his home in JD's mission, *Don in 60 Seconds*.

THE OFFER

REWARD: $500

UNLOCKS: Ho Selecta!

SALVATORE explains the strike at the docks; how it occurred, how it affects him, and how the Union Leader, Jane Hopper, now has the nerve to ask for money. He's between a rock and a hard place. Salvatore decides to pay the Union Leader what she wants. Salvatore asks you to deliver a bribe and a message to Jane, who is refusing to play by Leone's rules. He wants you to go down there, pay her off, and tell her he'd like to have a word with her.

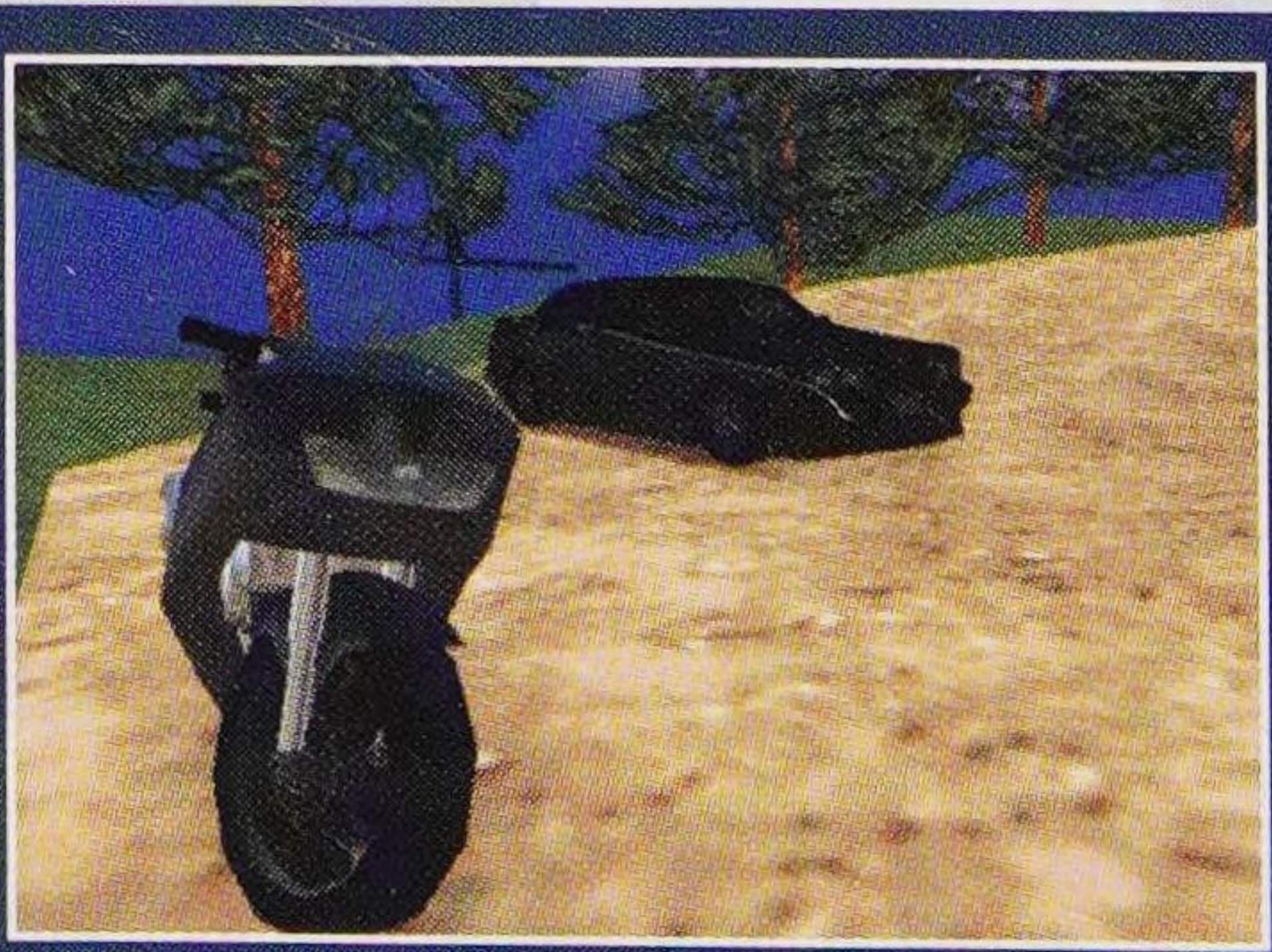


MEET JANE HOPPER AT PORTLAND DOCKS.

Equip Toni with a submachine gun or AK-47 and top off all Health and Armor before heading for the docks. Follow the yellow blip to Portland Docks and enter the yellow marker at the entrance **(1)**. In a cinematic, you meet Jane Hopper and some of her striking thugs between shipping containers. She takes the bribe and leaves you to deal with her goons.

SALVATORE'S TOYS

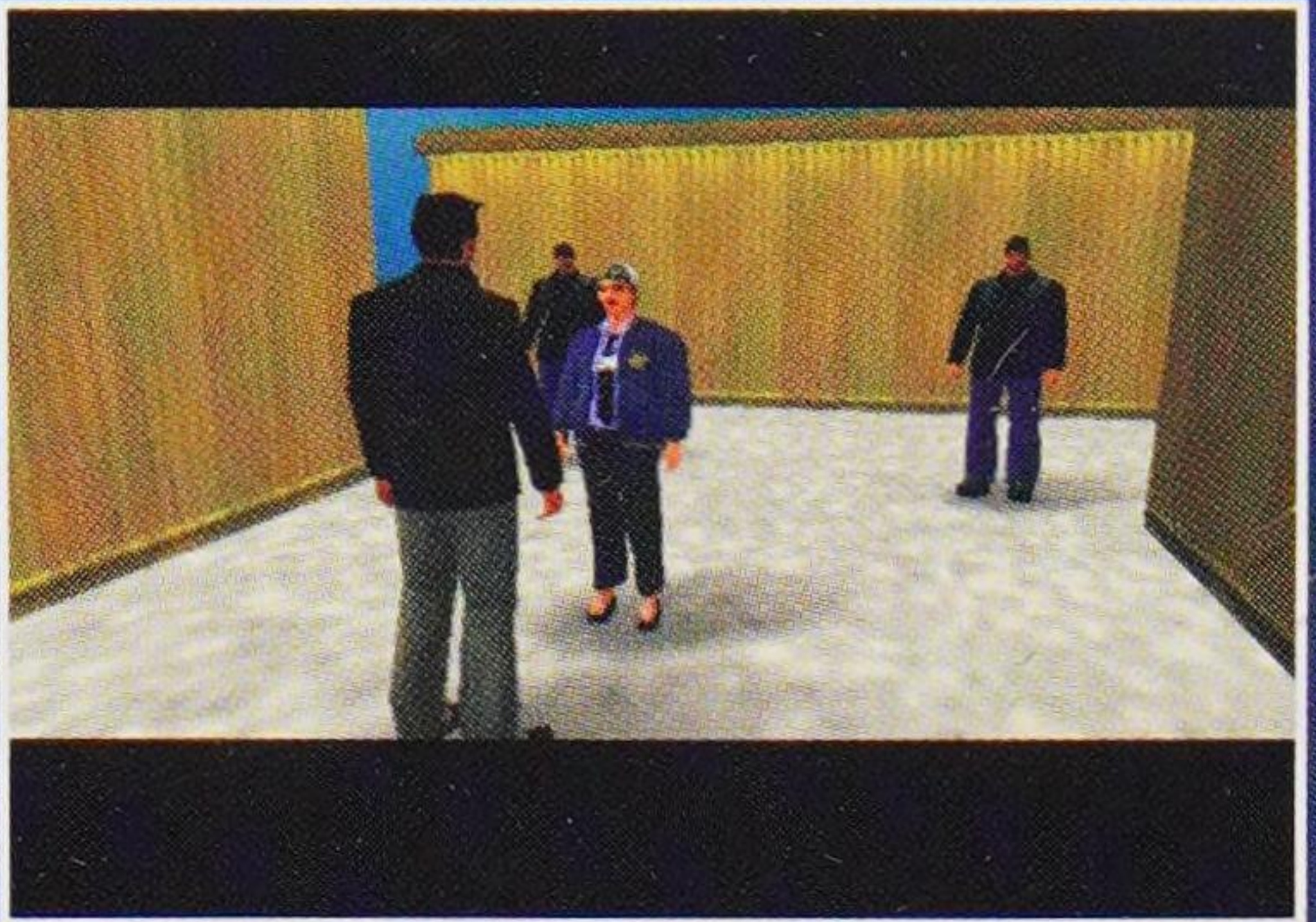
You can always find a PCJ-600 and a Leone Sentinel parked near Salvatore's garage **(S)**. These are excellent vehicles for almost any situation. If your primary concern is to get somewhere quickly, take the bike. But if you need durability without sacrificing speed, take the Sentinel.

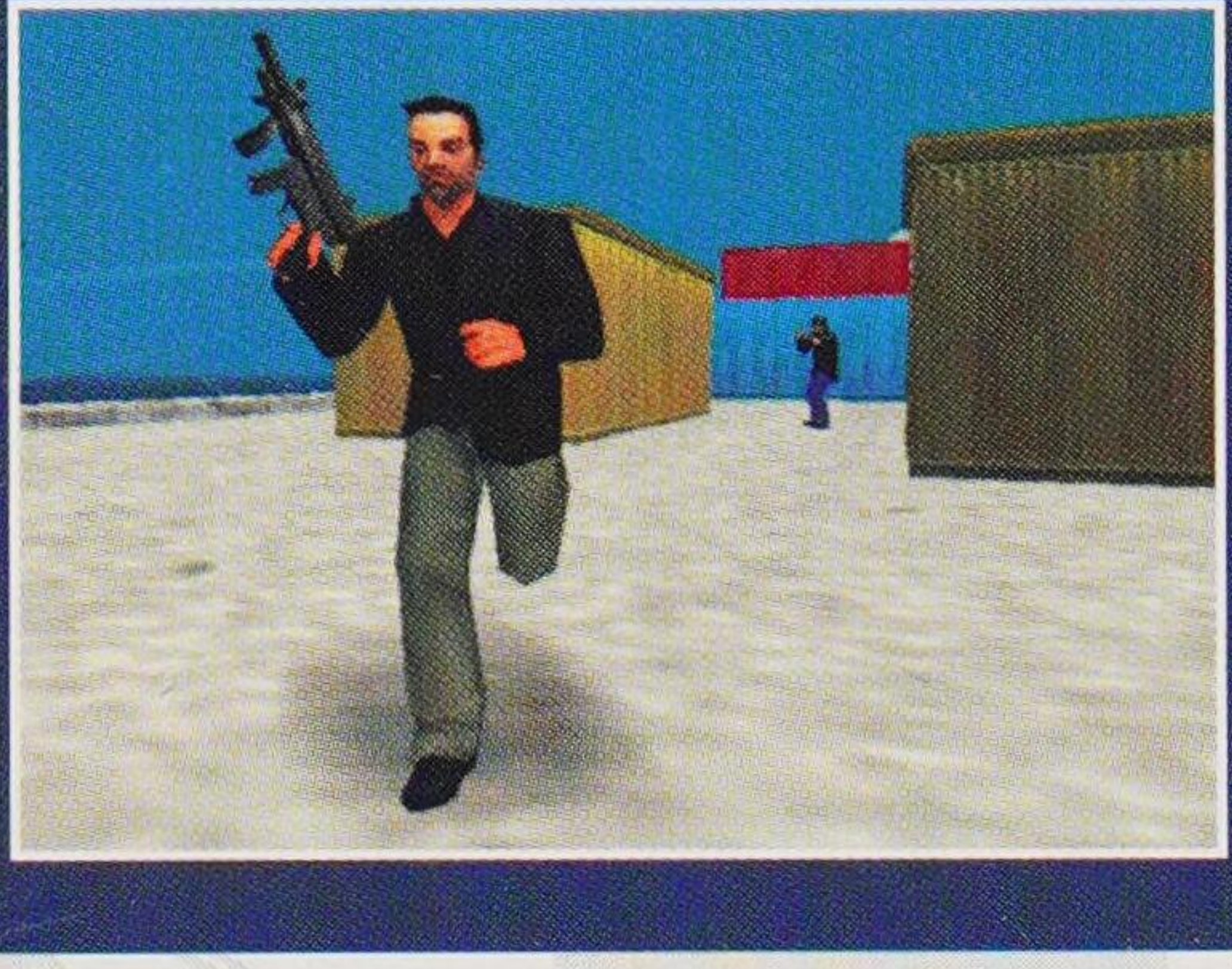


ESCAPE FROM THE DOCKS.

No matter what you're packing in the arms department, you still need to run away as soon as you regain control after the previous cinematic; if you don't escape the mob promptly, the surrounding thugs will beat you to a pulp before you can take down anyone.

Once you have created a bit of distance between yourself and the mob **(2)**, turn, target, and fire. Your objective is not to kill everyone, but to simply escape the docks. The quickest way to do this is to run toward the northeastern end of the docks and head for Portland Beach **(3)**. You encounter minimal resistance on this route. When you reach a new district, the mission is complete.





HO SELECTA!

REWARD: $500

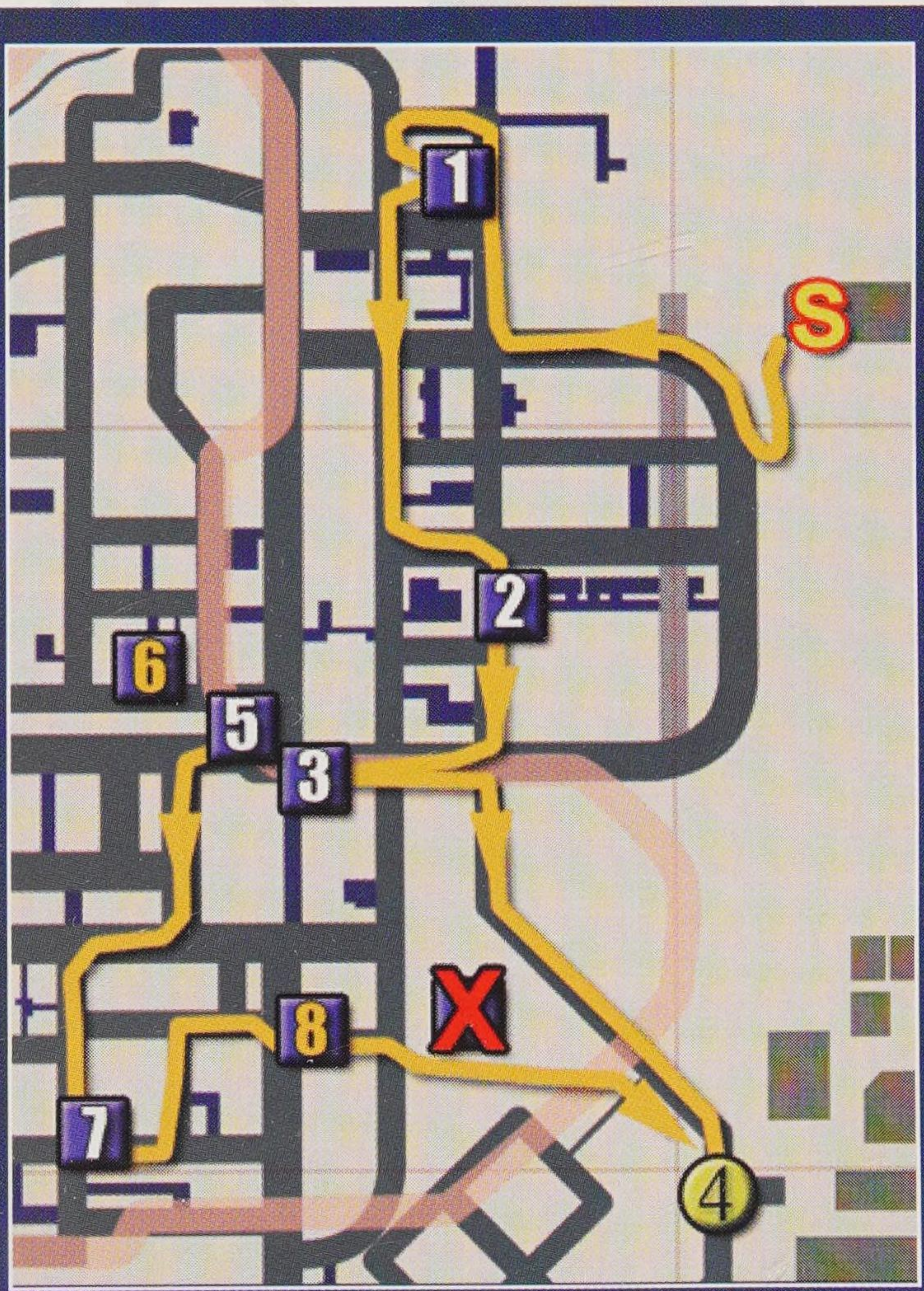
UNLOCKS: Frighteners

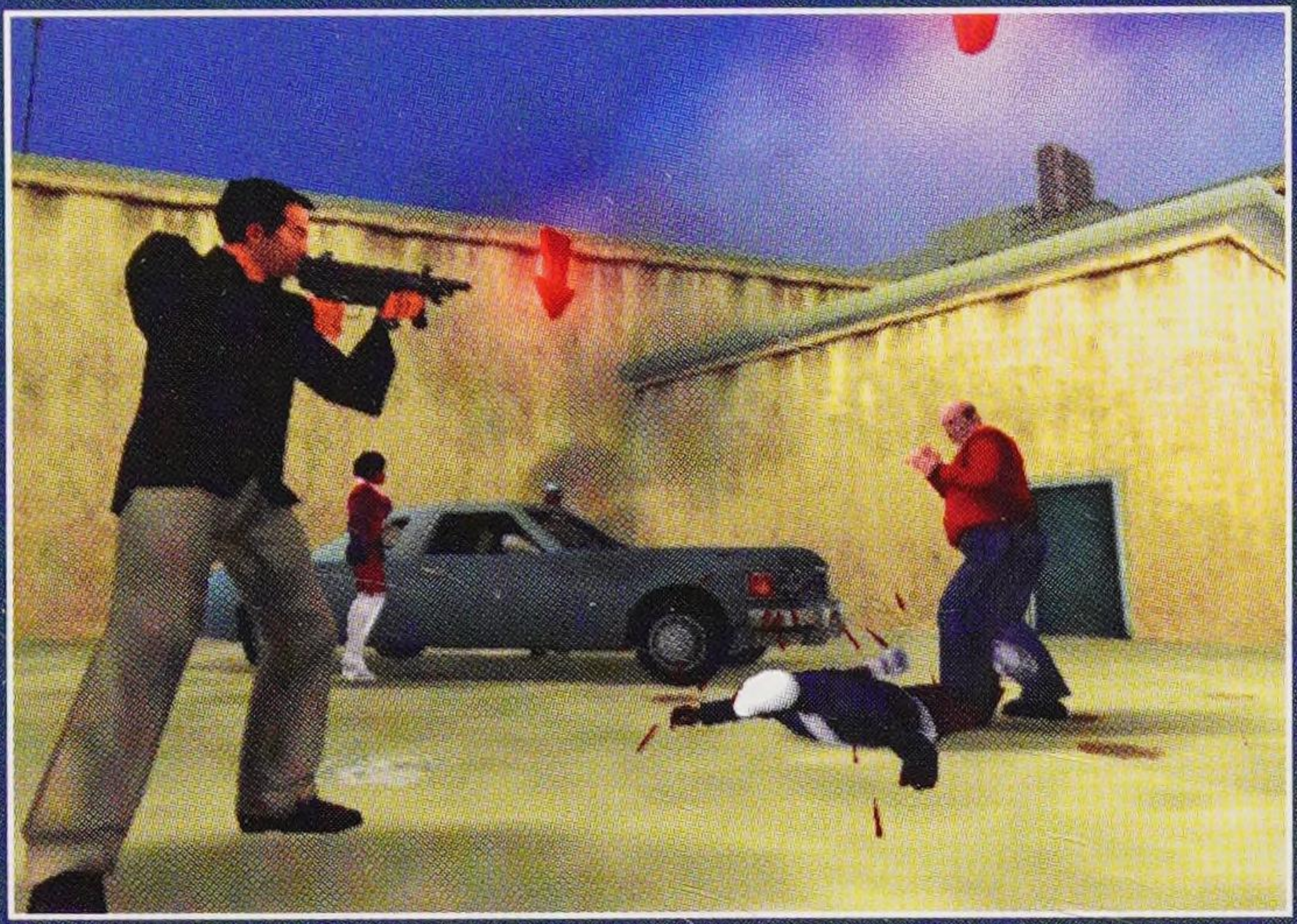
OTHER UNLOCKABLES: Shop 'Til You Strop (Maria mission strand)

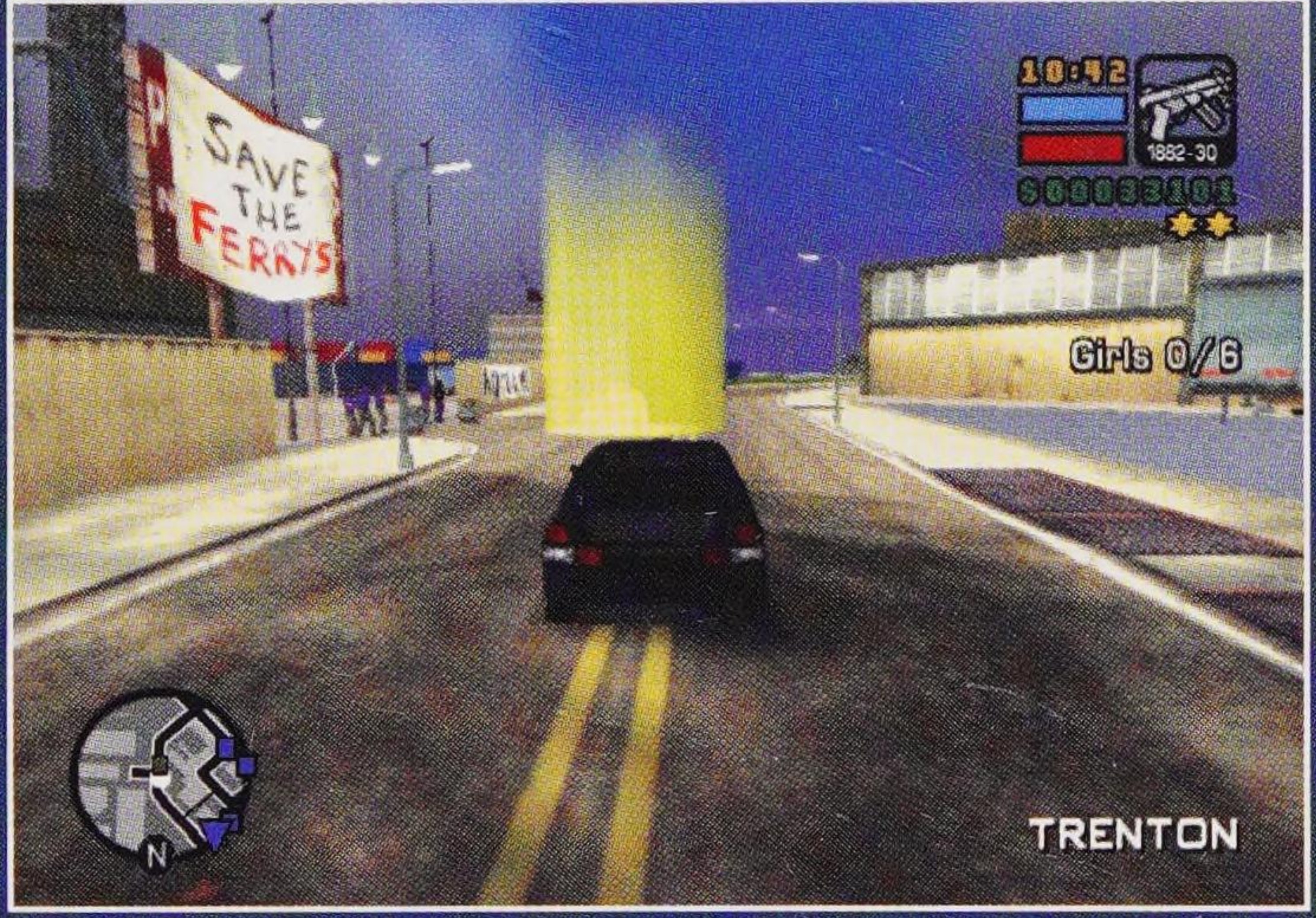
MARIA, originally from *Grand Theft Auto 3*, is hanging out with Salvatore. Complete this job and her mission strand becomes available. Salvatore is still fuming about the ferry strike and Jane Hopper. He says if he can't get the Union Leader on his side, he can sure get her guys to play along.

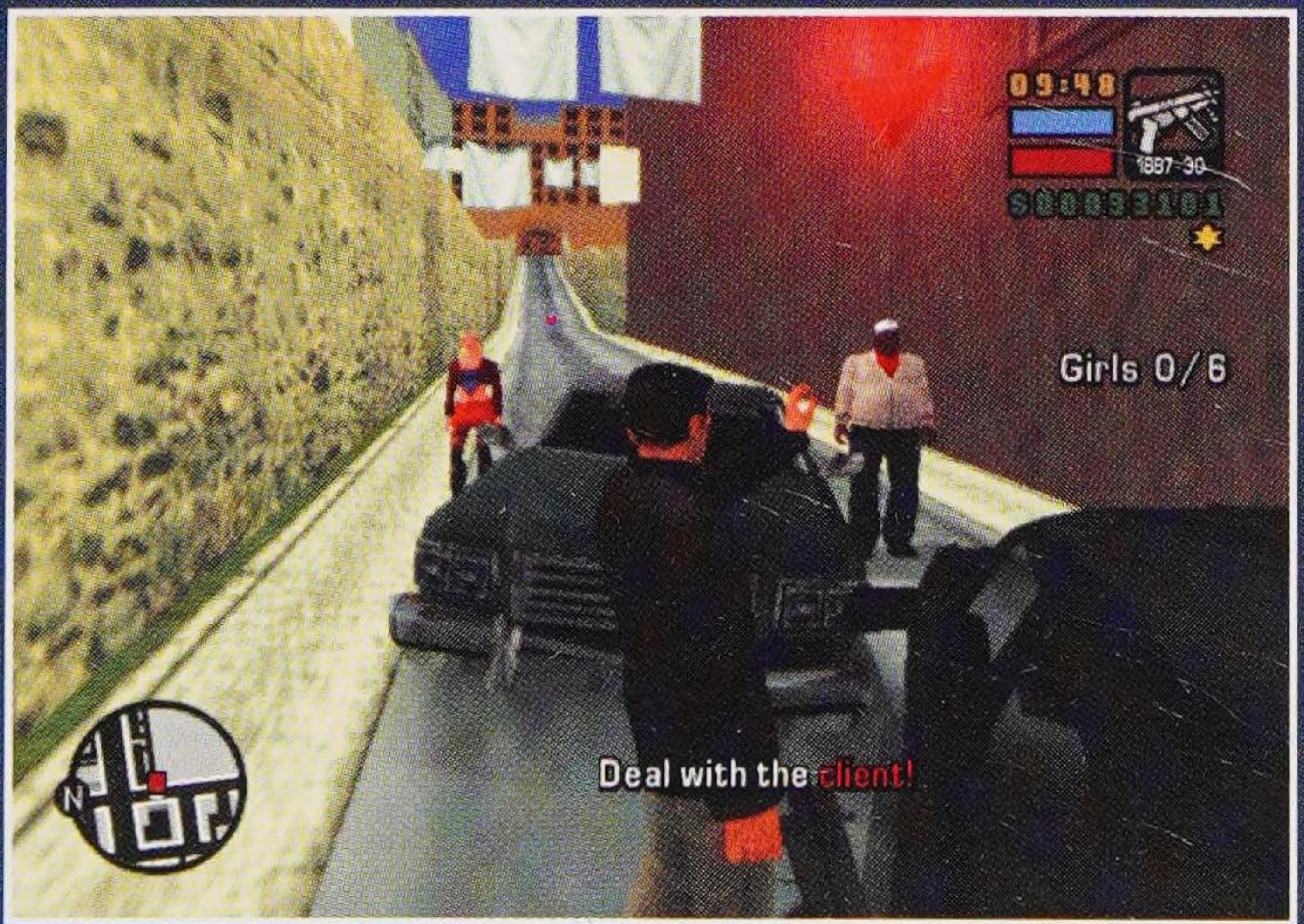
TRANSPORT SIX HOOKERS TO THE PICKET LINE AT PORTLAND DOCKS.

You have seven game hours to take six hookers to the picket line at Portland Harbor before the picketers' shifts change. Enter the Leone Sentinel **(S)** in Salvatore's driveway and follow the blue blips (prostitutes) on the radar to Harwood. Start collecting the ladies furthest from Portland Harbor first.









The Harwood hooker is with a client in a car **(1)** and two others waiting outside for their own turn. They all spill out of the vehicle when you approach. Gun down the clients, then enter your Sentinel and wait for the girl to get in with you.

The next closest hooker, as you head toward the drop-off point, is in the Saint Mark's alley **(2)**. She is also with a client. Gun him down and re-enter your vehicle. Allow both girls to enter your car before you take off.

Head west toward Portland View and find another hooker on the side of the road **(3)**. She's not with anybody, so stop and pick her up. Take the carload of prostitutes to the picket line at the docks by following the yellow blip on the radar.

VEHICLE CAPACITY

The hookers disappear from the radar and the yellow blip representing the strike line drop-off point appears when your vehicle is full of passengers. If you were on a motorcycle, this would happen as soon as you picked up just one girl. Make sure you have a vehicle that seats four. Using a Coach allows you to pick up more girls, but it's very slow.

Once you drop off the first three girls at the docks **(4)**, your Girls Needed meter drops from six to three. One more carload will do it. The three girls closest to docks in Trenton are the two hookers in Chinatown and the girl **(5)** who's alone, or the one with a customer in the Red Light District alley **(6)** for your sixth and final passenger. Blow away the John—he wants to come along, but there's no room for dudes on this mission.

If you don't want to bother with the John, skip her and head south to **(7)** and optional **(8)**; both of these girls are along the route. Return the last carload of three hookers to the strike line at the docks **(4)** and the picketers will see Salvatore's side of things. Mission complete.

MARIA PHONE CALL

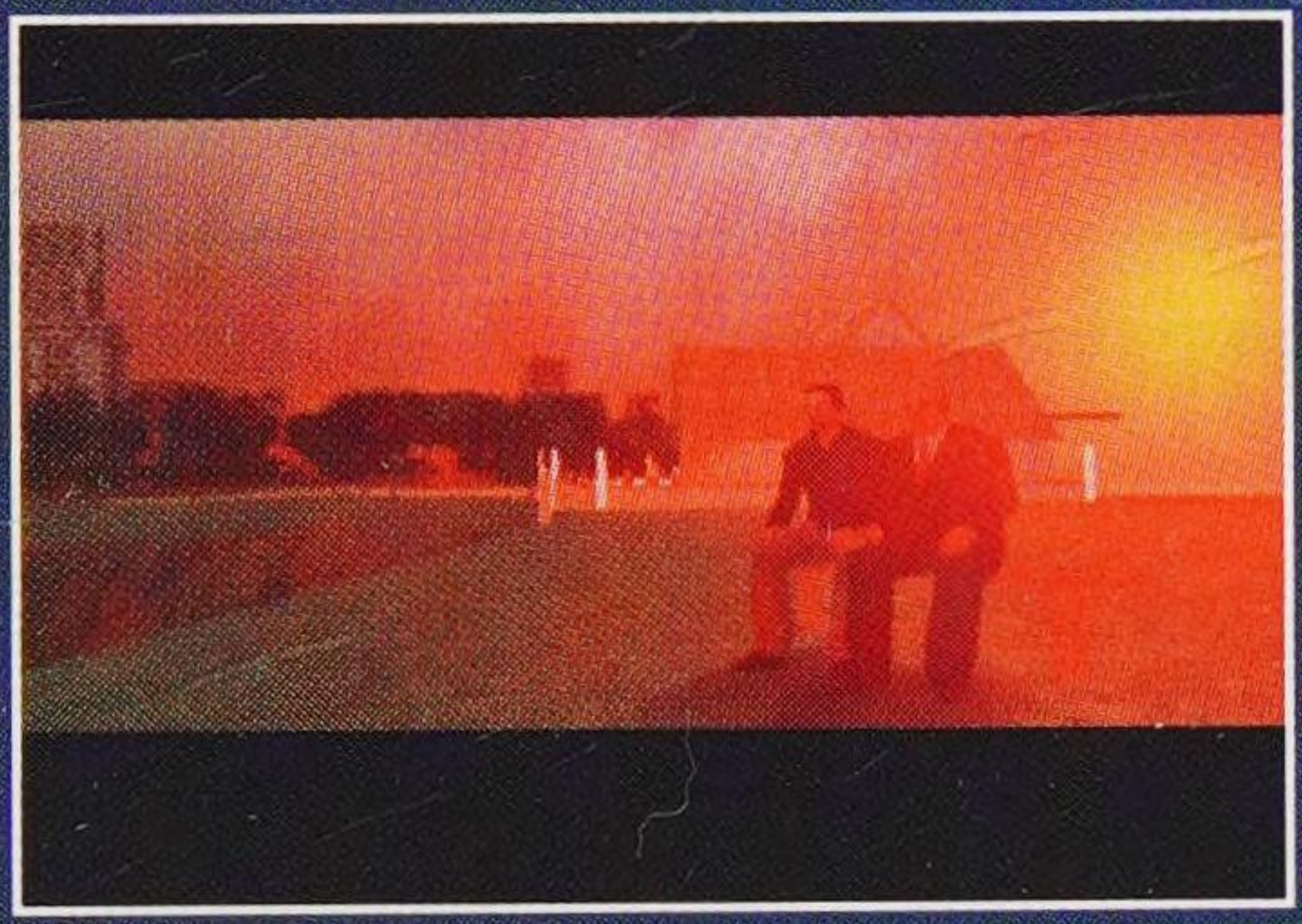
A few moments after this mission ends, you receive a phone call from Maria (when not in a vehicle). She wants to see you. This opens Maria's mission strand. For now, we'll finish up Salvatore's missions and get to Maria next.

FRIGHTENERS

REWARD: $1000

UNLOCKS: Rollercoaster Ride

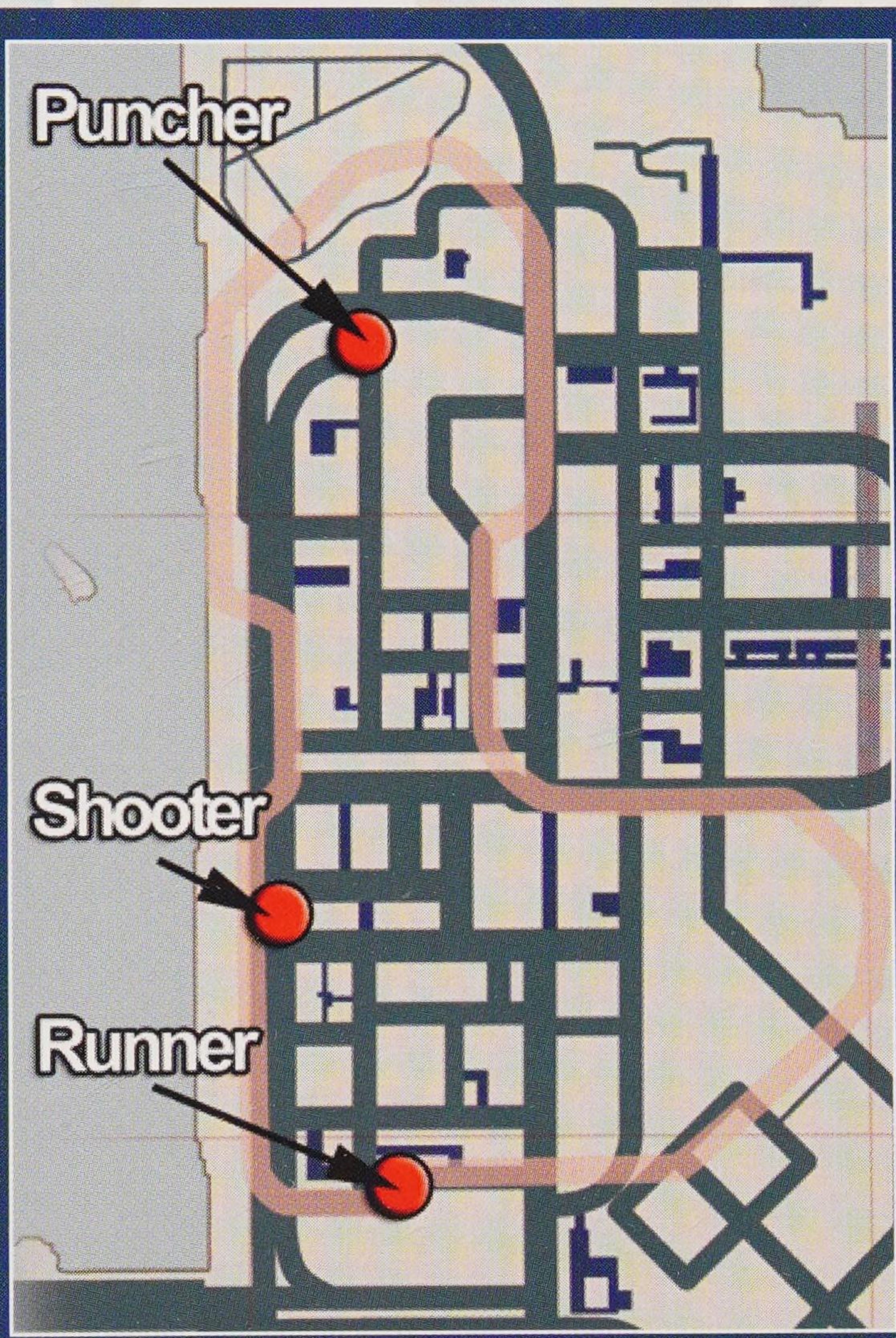
OTHER UNLOCKABLES: Avenging Angels outfit & Avenging Angels pastime.

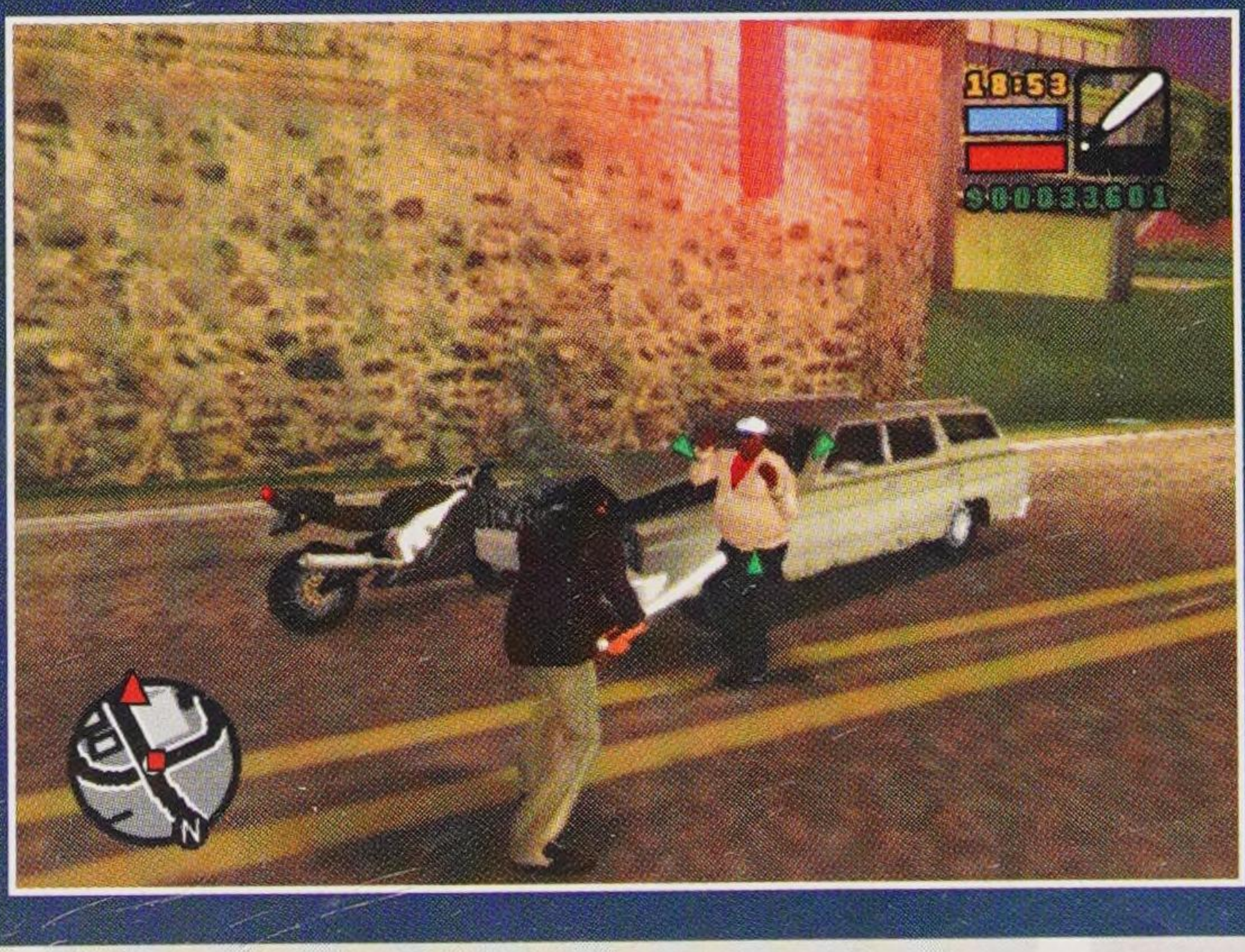


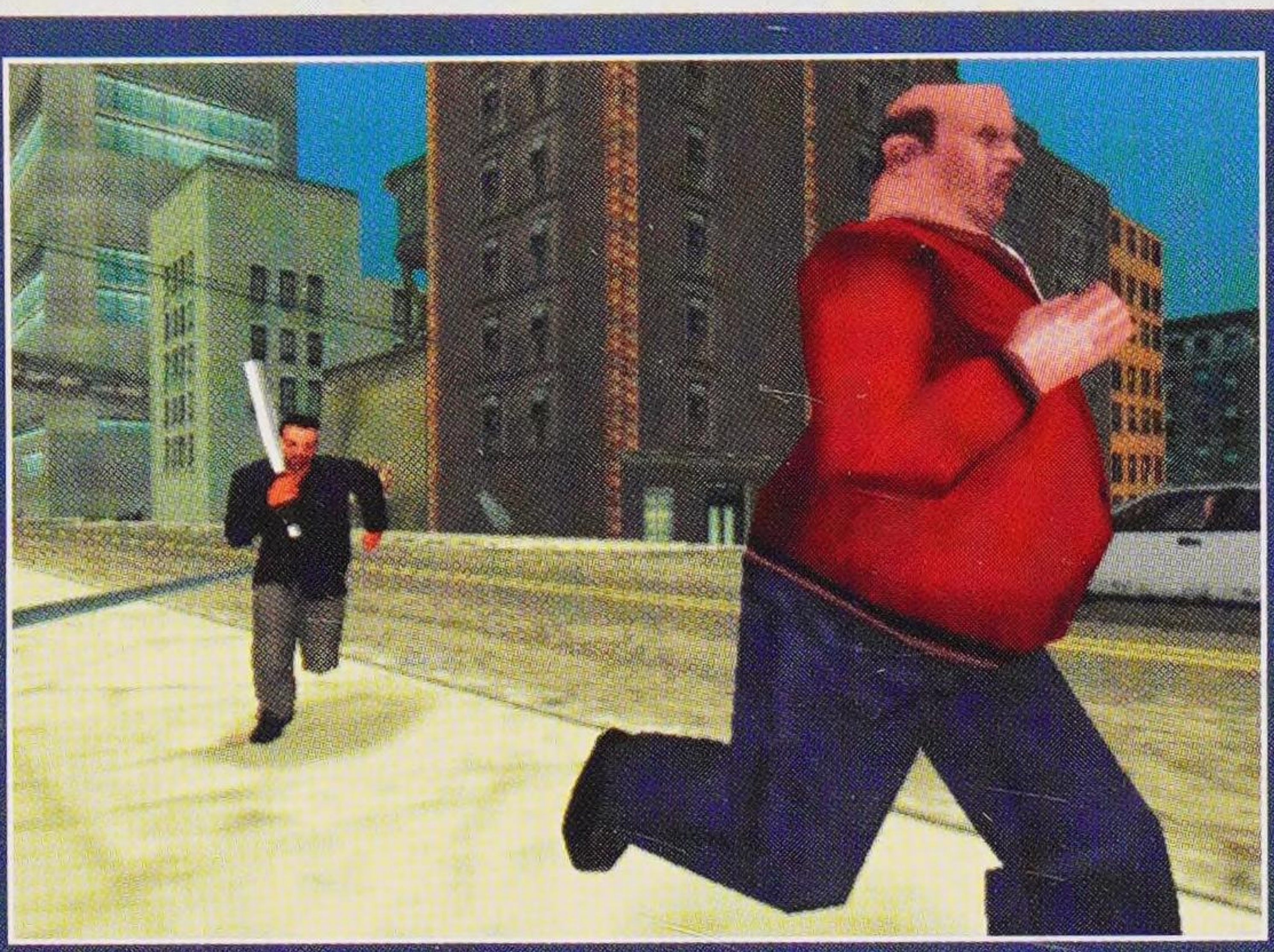
THE union guys are getting under Salvatore's skin. Looks like some of them are starting to see things his way. Salvatore wants to turn up the heat on some of the less-than-receptive union big shots.

SCARE THE UNION BIG SHOTS. MAKE SURE THEY GET THE PICTURE.

Enter Salvatore's Sentinel and take off after the red blips on the map. Each blip represents one of the union big shots. The objective is to scare them, not kill them. Ram each marked car until the rep gets out. Beat him with your fists until he runs away. If you accidentally kill one rep, you get a warning. Kill two, and you fail the mission.



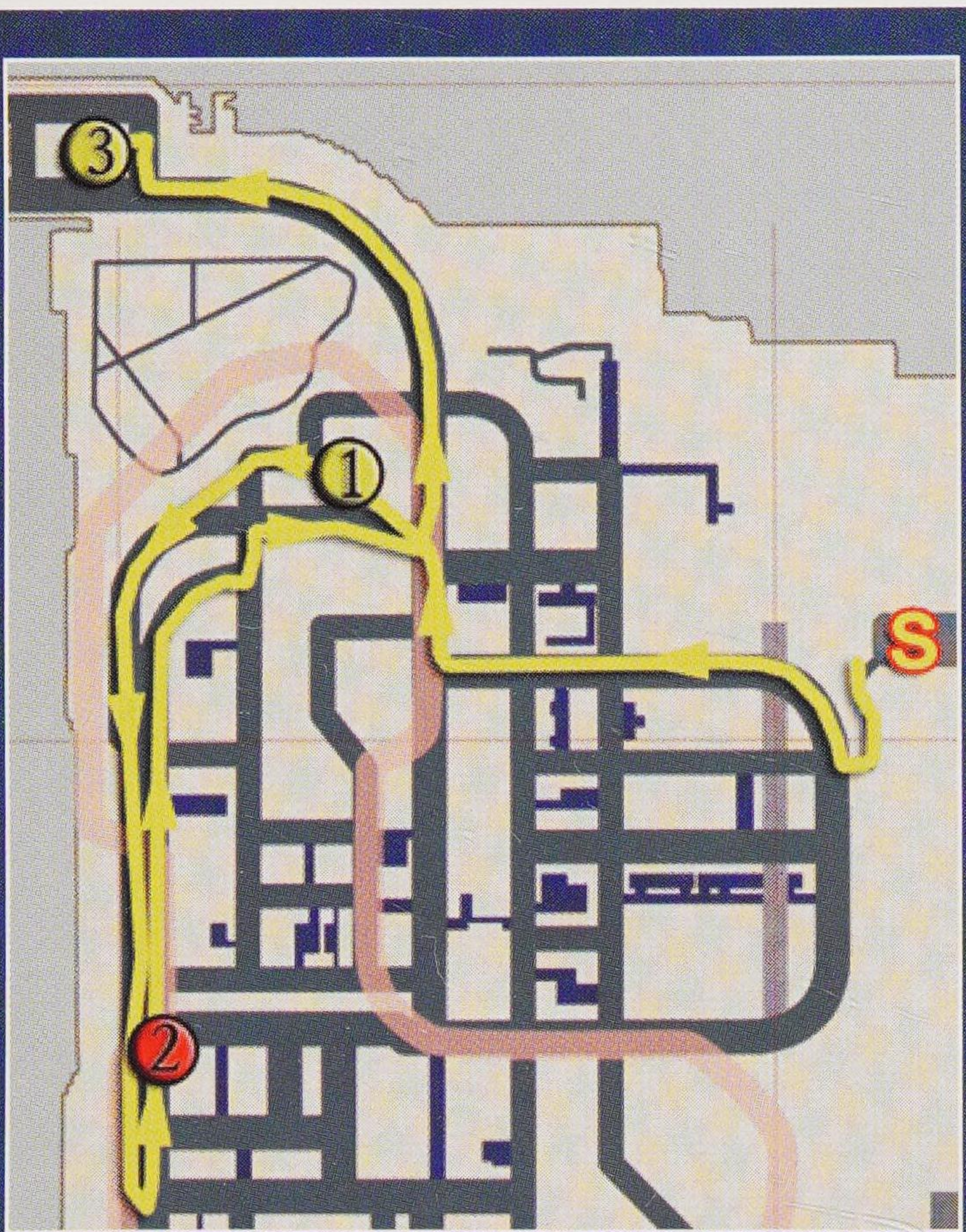


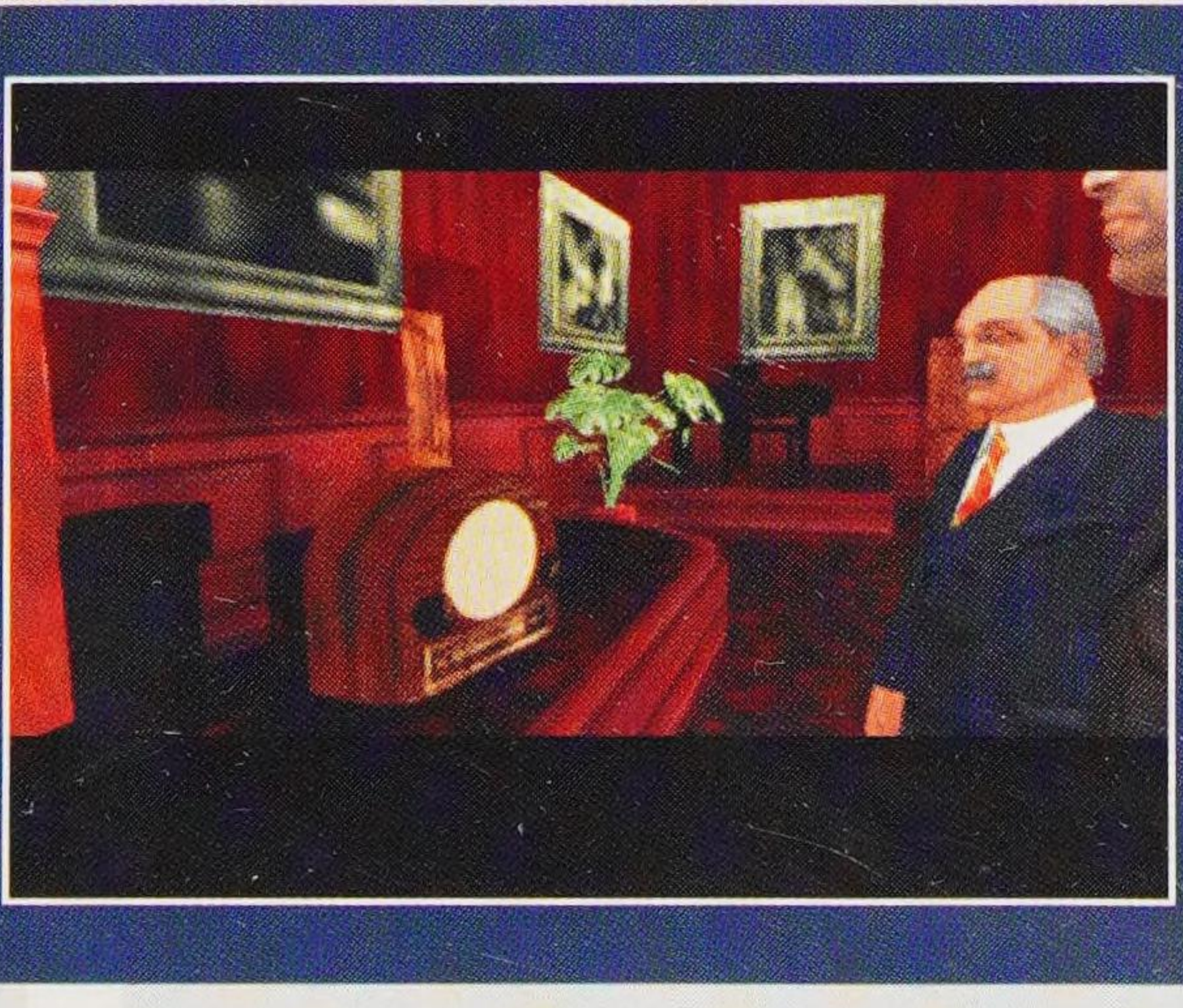


One rep gets out of his car and runs immediately, avoiding confrontation, while another will attack with his fists, and a third shoots his pistol at you. Make sure you have full Health and Armor when confronting the armed rep.

AVENGING ANGELS & NEW OUTFIT

Upon completion of this mission, the Avenging Angel Outfit is available at safe houses. That means the *Avenging Angels* pastime is now playable (skip ahead to the Portland Pastimes section of this guide for details, or read on to continue with the Salvatore mission strand).





ROLLERCOASTER RIDE

REWARD: $1000

UNLOCKS: Contra-Banned after receiving phone call upon completion of Maria's mission, Booby Prize.

OTHER UNLOCKABLES: Chauffeur outfit

JANE HOPPER is trash talking the Mafia on live radio. Salvatore wants to scare her. He asks you to deliver a message for him.

DELIVER A MESSAGE TO THE UNION BOSS. MAKE IT TO THE RADIO STATION BEFORE HOPPER LEAVES IN TWO GAME HOURS.

Jump on Salvatore's PCJ-600 **(S)** and speed over to the radio station **(1)** in the Harwood area, following the yellow blip on the map. Drive up the grassy embankment on the south side of the parking lot to make better time. You must defeat the limo driver and be in his fancy ride before Jane exits the radio station to pass the first objective.

REMOVE THE CHAUFFEUR FROM THE EQUATION AND GET IN THE LIMO.

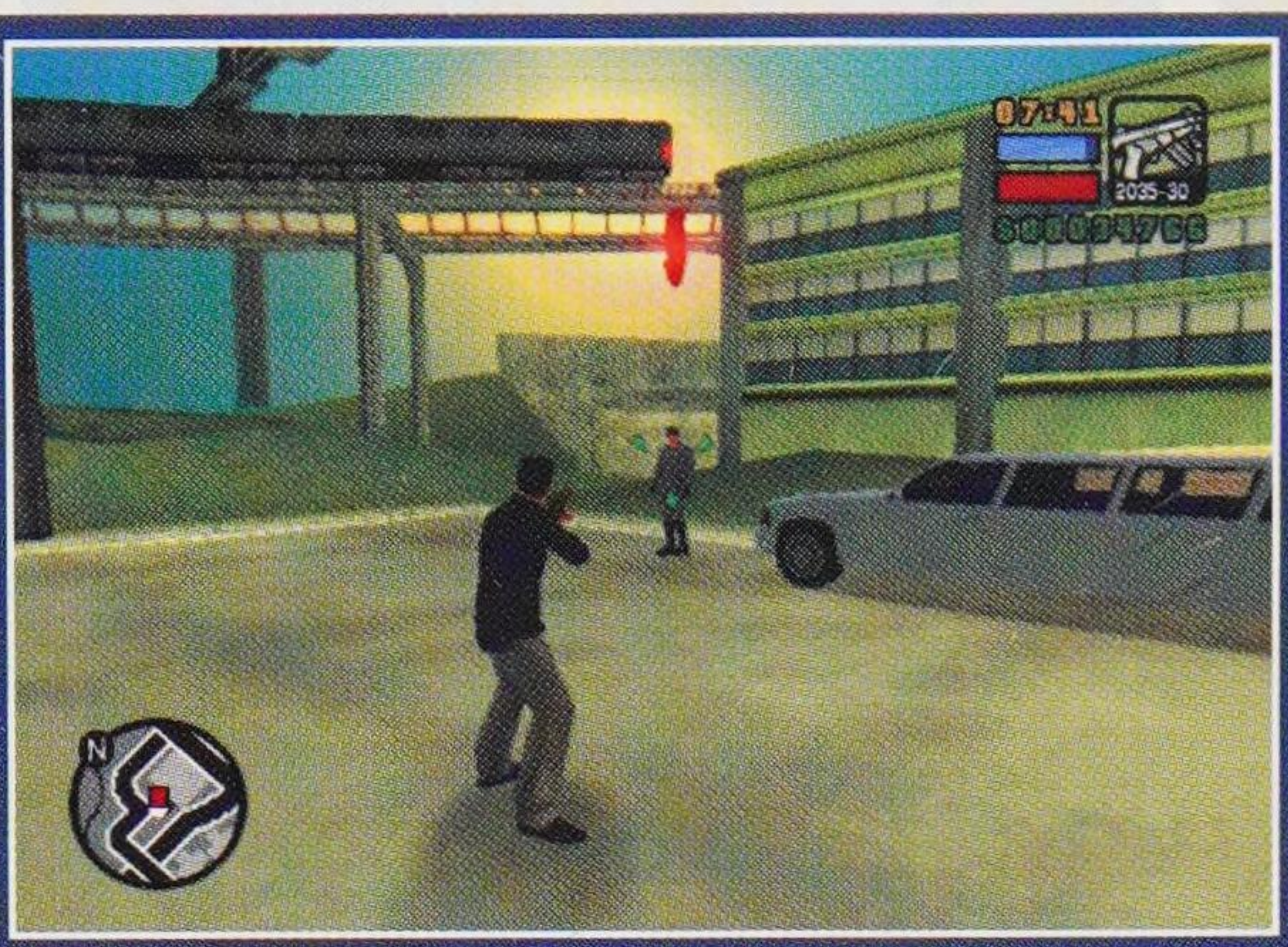
You'll spot a white limo with the chauffeur standing in front of it. Shoot the limo driver and Toni changes into his proper attire. Hop in the driver's seat; you are taking his place as Jane Hopper's chauffeur. Jane exits the radio station and gets in the back seat.

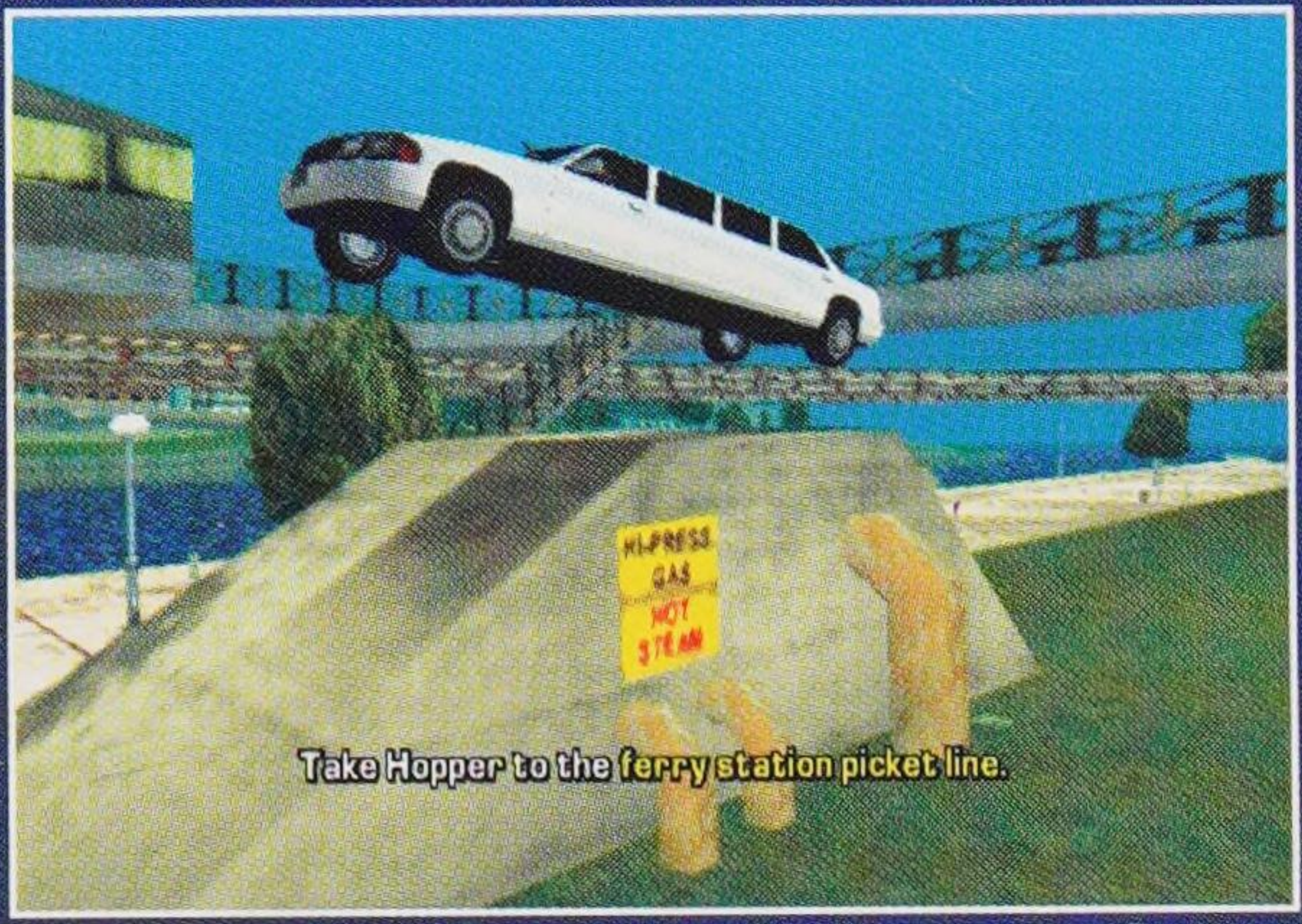
SCARE HOPPER INTO SUBMISSION.

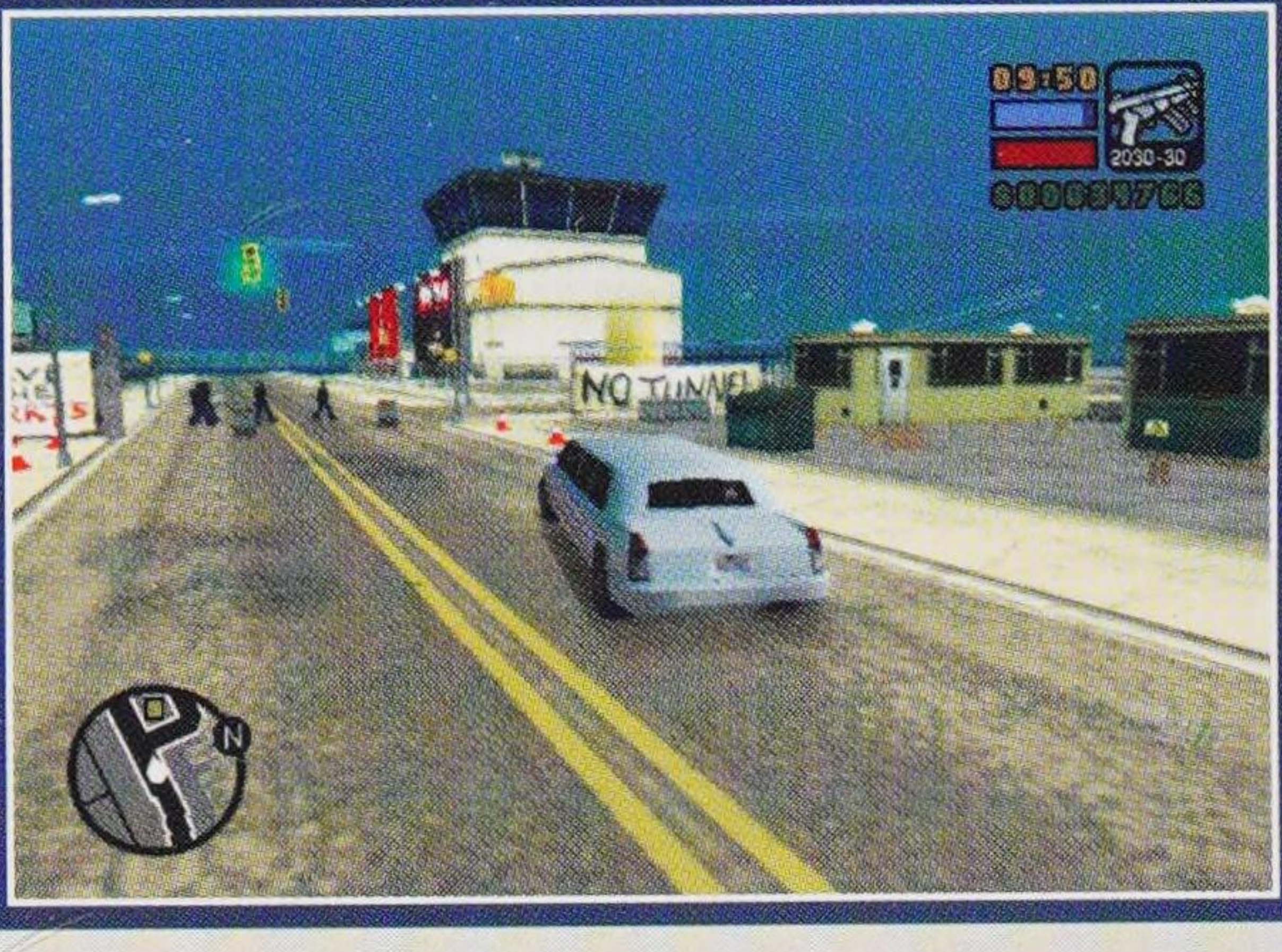
A Scare meter appears on the right side of the screen. This is Jane Hopper's mood gauge. Fill it up and the next objective is given. To do this, use lots of speed, near collisions, and some stunt jumps. A quick way to frighten the living daylights out of Jane is by driving along the west shoreline under the El Train track and repeatedly jumping the cement ramp **(2)**.

TAKE HOPPER TO THE FERRY STATION PICKET LINE.

Once the Scare meter is full and you have the next objective, follow the yellow blip on the radar over the Harwood overpass and to the ferry port. Drive through the picketers and into the yellow marker near the port facility **(3)** to complete the mission.

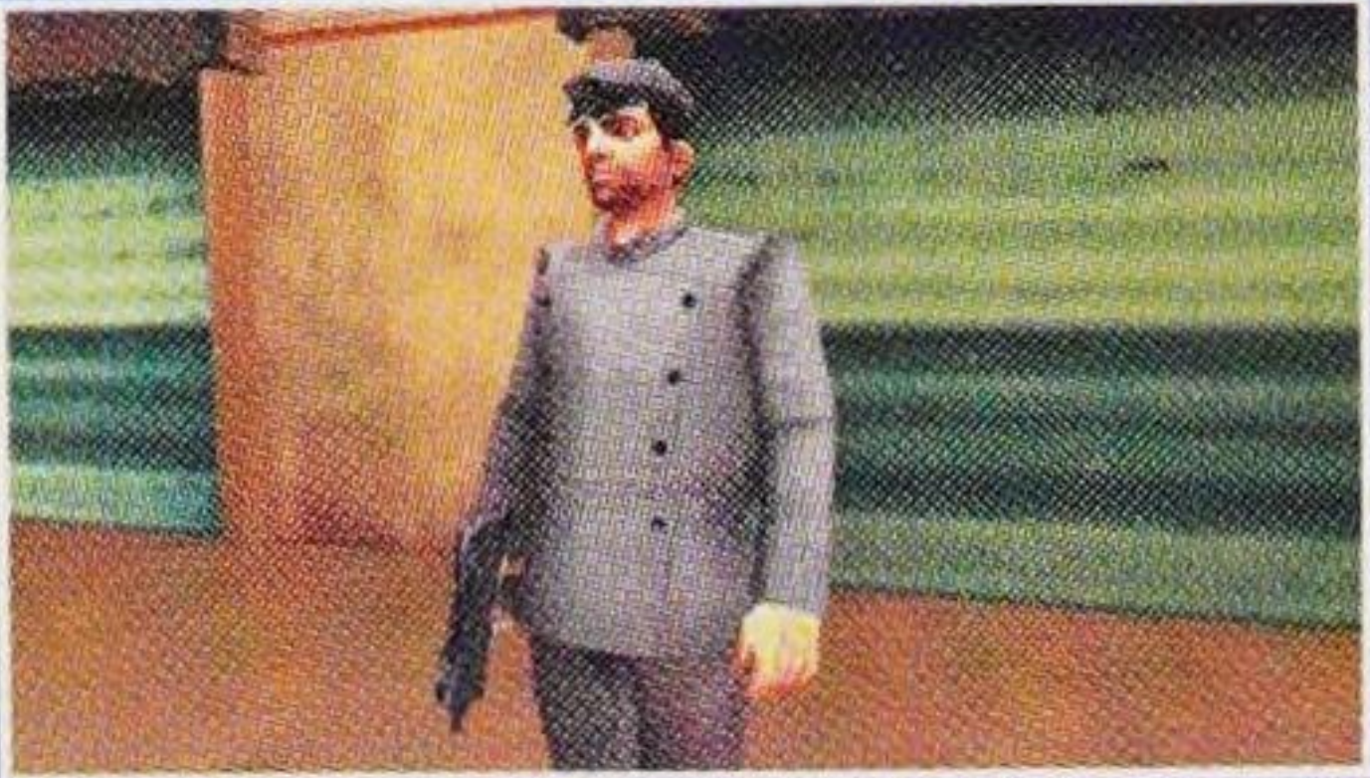


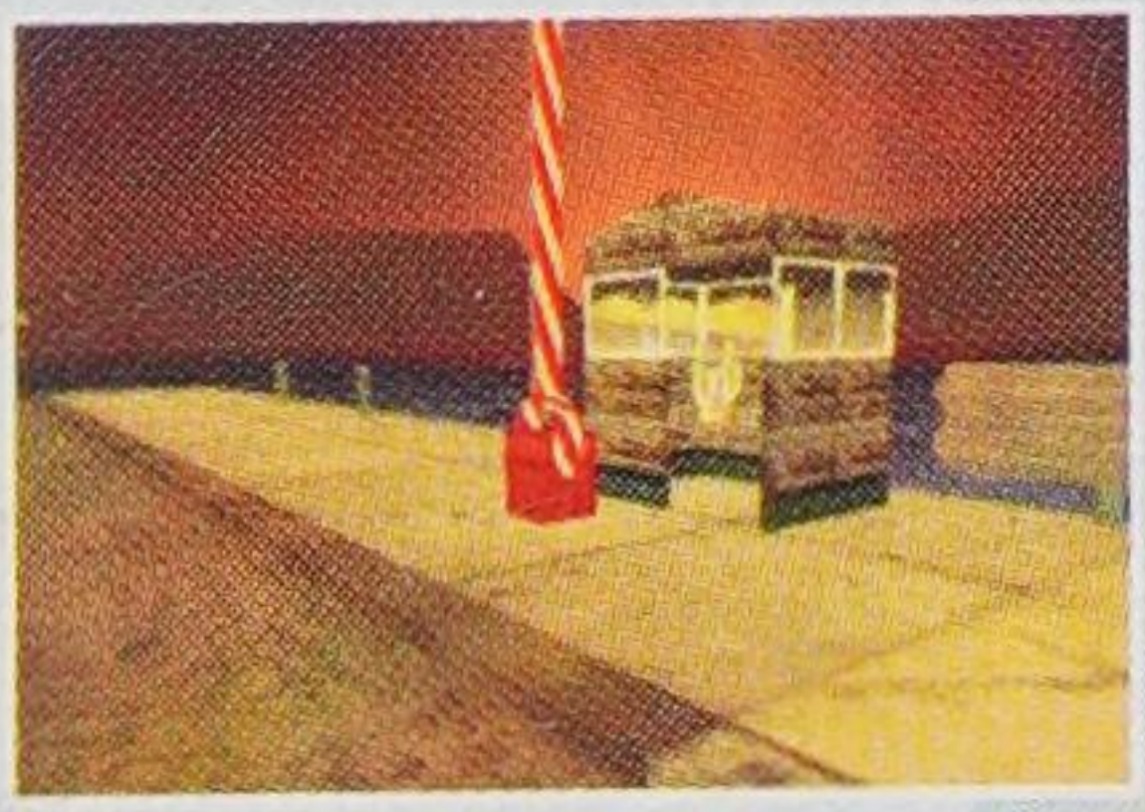




CHAUFFEUR OUTFIT

The Chauffeur Outfit is now available at safe houses.



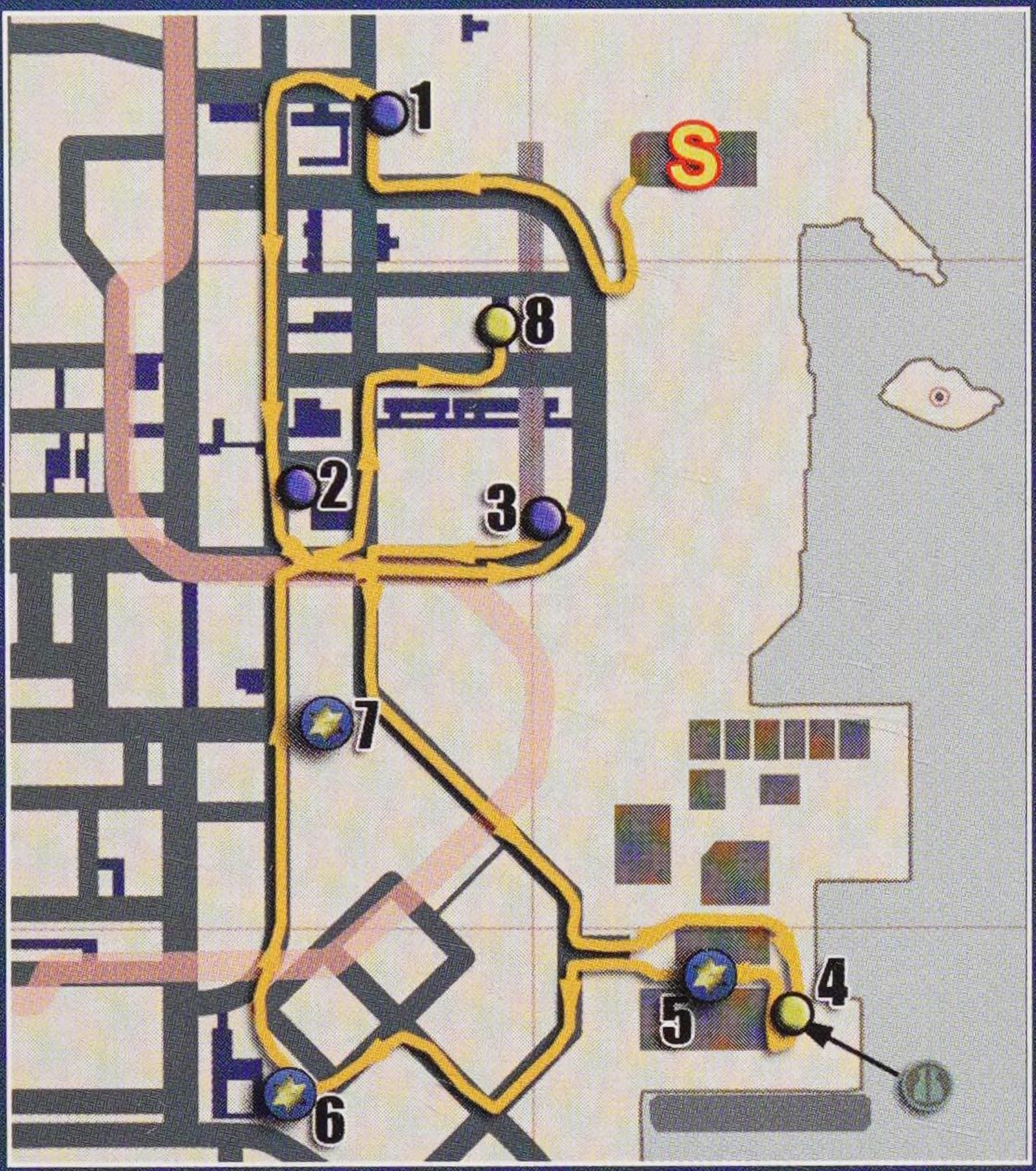


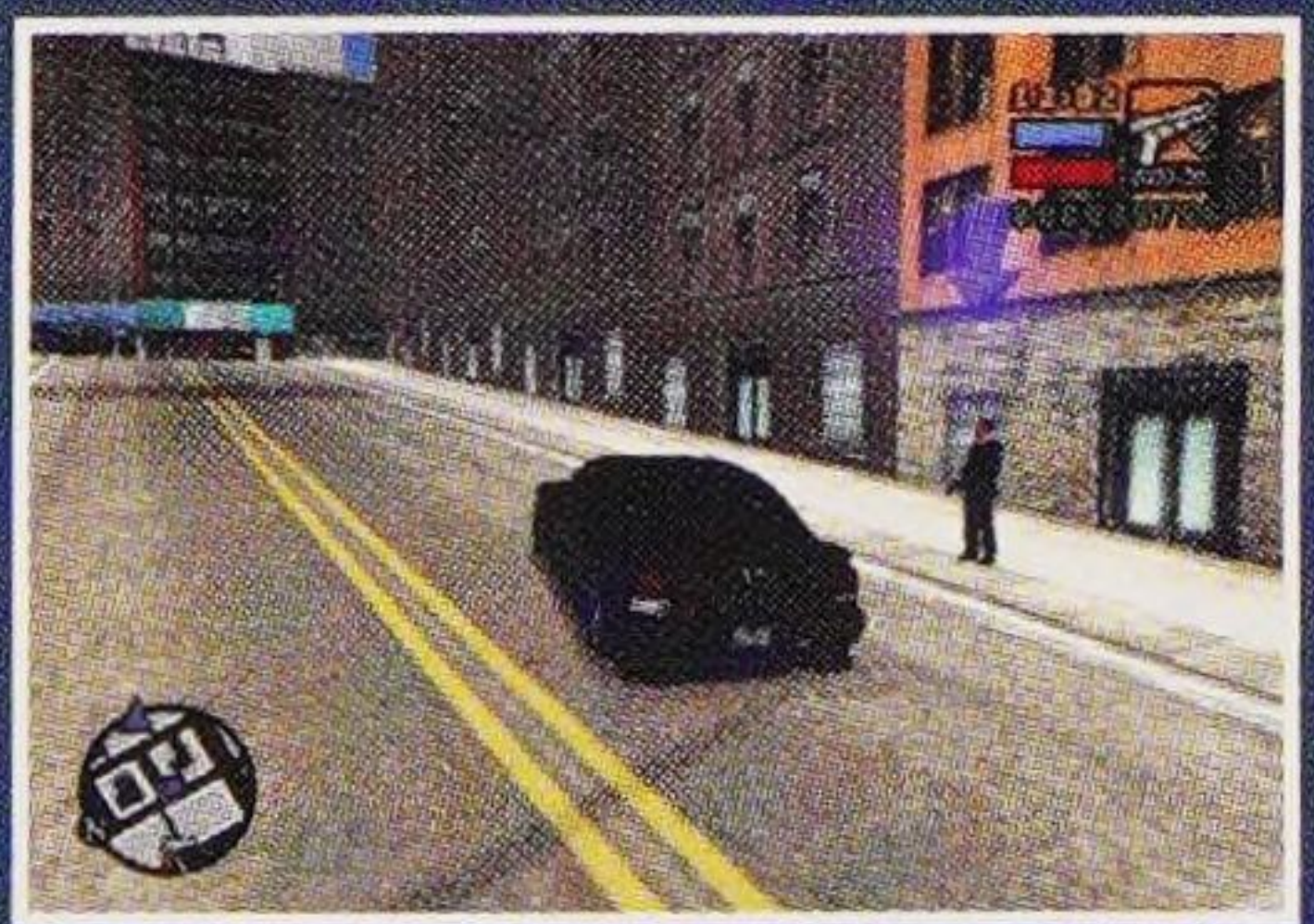
HIDDEN PACKAGE #2

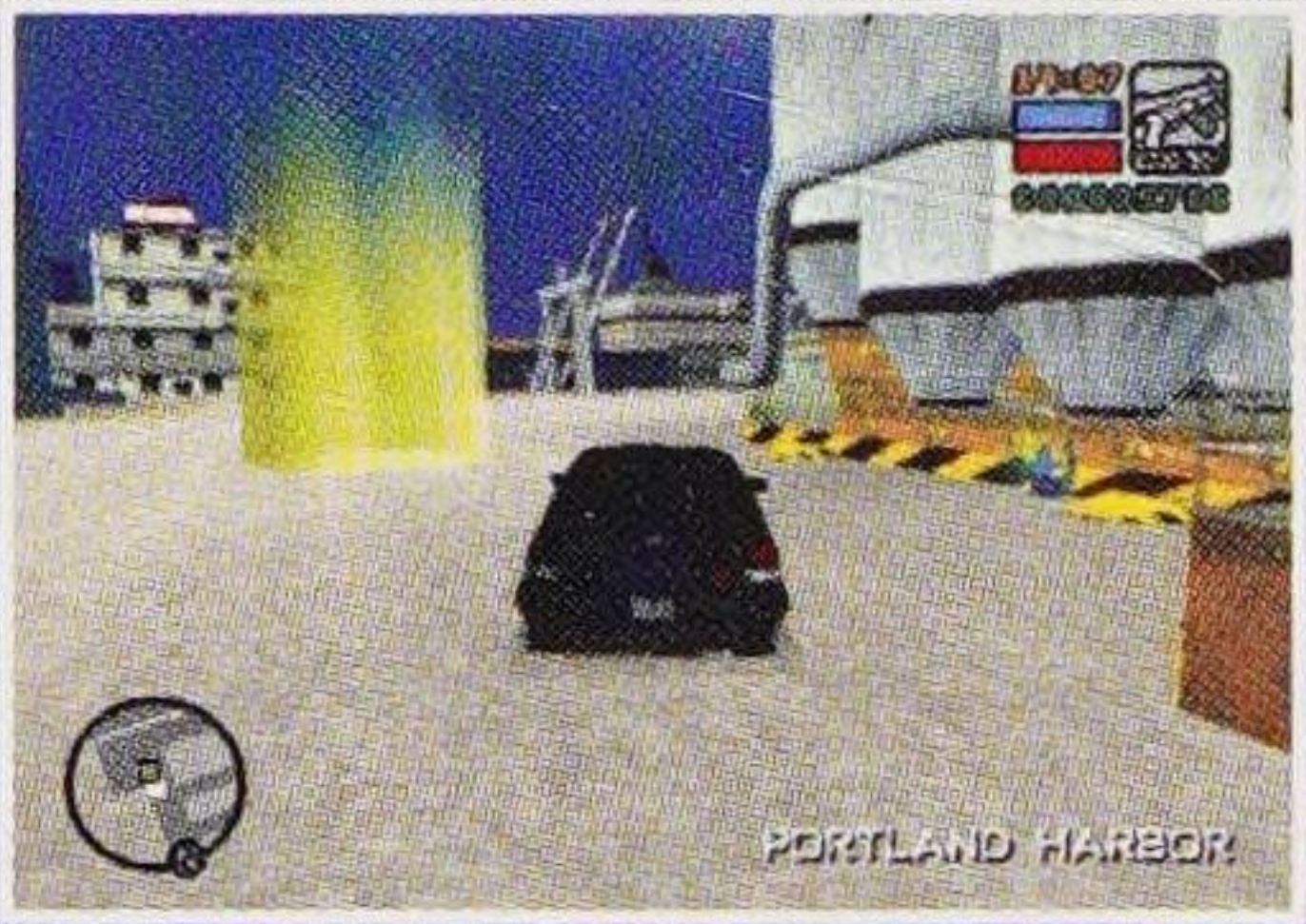
While you're at the ferry port, now is a good time to recover Hidden Package #2 from the guard booth at the end of the north-westernmost road. Check out our Hidden Packages map in the back of this guide for details.

CONTINUING WITH SALVATORE

You cannot continue with Salvatore's mission strand until you complete Maria's third mission, *Booby Prize*. After that, you receive a cell call that triggers the next Salvatore mission, *Contra-Banned*.







CONTRA-BANNED

REWARD: $100

UNLOCKS: Complete this mission and The Portland Chainsaw Masquerade to make Sindacco Sabotage available.

OTHER UNLOCKABLES: Complete this mission, Blow up Dolls, and No Son of Mine (Ma) to make Salvatore's Salvation (JD) available.

WITH the union dock workers on Leone's side, a drug deal down at the docks should go smoothly without Port Authority attention, and Sal is counting heavily on that, so he's asked Toni to take care of this big deal. Toni has really earned the boss's trust now. Salvatore wants Toni to pick up the drugs from Miguel down at the docks.

GET A VEHICLE WITH FOUR SEATS AND PICK UP SOME BACKUP.

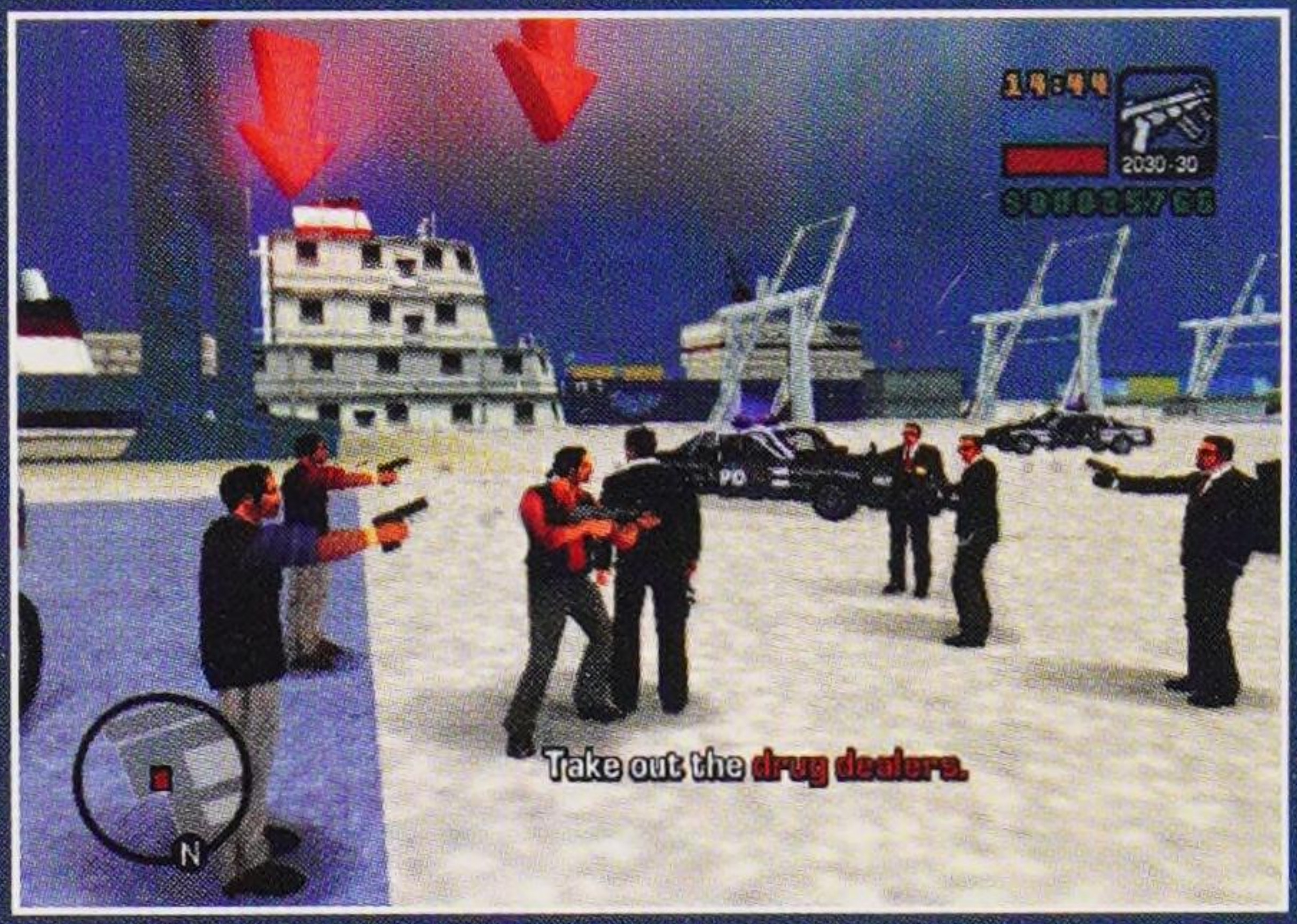
Borrow Sal's Leone Sentinel in the beach house mansion driveway **(S)** and head to each of the three blue blips on the radar representing some Leone muscle (**1**, **2**, & **3**). Drive to Portland Docks once you have all three Mafioso in the vehicle.

HEAD DOWN TO PORTLAND DOCKS.

Follow the yellow blip on the map to Portland Docks. Drive right through the line of strikers at the dock entrance and continue east to the yellow marker. Stop just short of the marker **(4)** if you need Armor; you can pick some up near your destination. Once fully armed and armored, enter the yellow marker.

ENTER THE DRUG VEHICLE AND GET THE HELL OUT OF THERE.

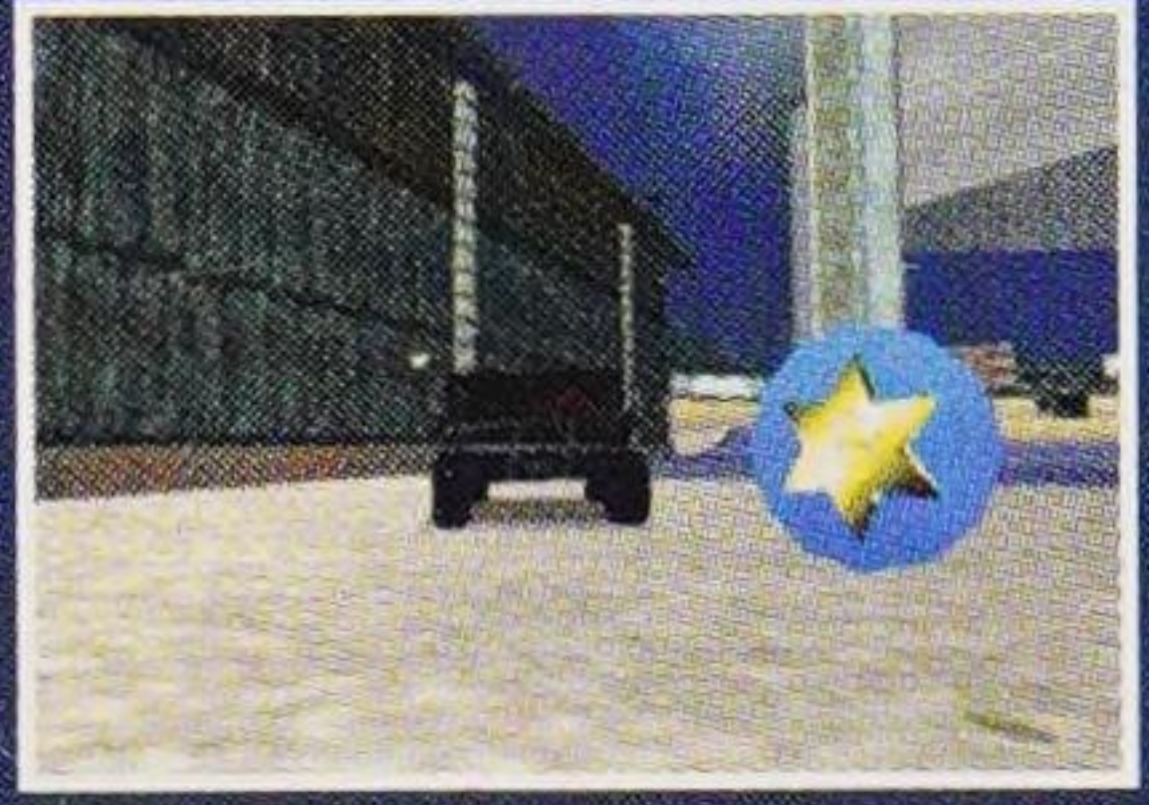
A Patriot pulls up and out comes Miguel with a couple of his armed guards to begin the deal. Before the money is exchanged, however, the feds pull up. You've been ratted out! You need to kill Miguel and his men before you can enter the Patriot (where the drugs are hidden) and burn out of there!

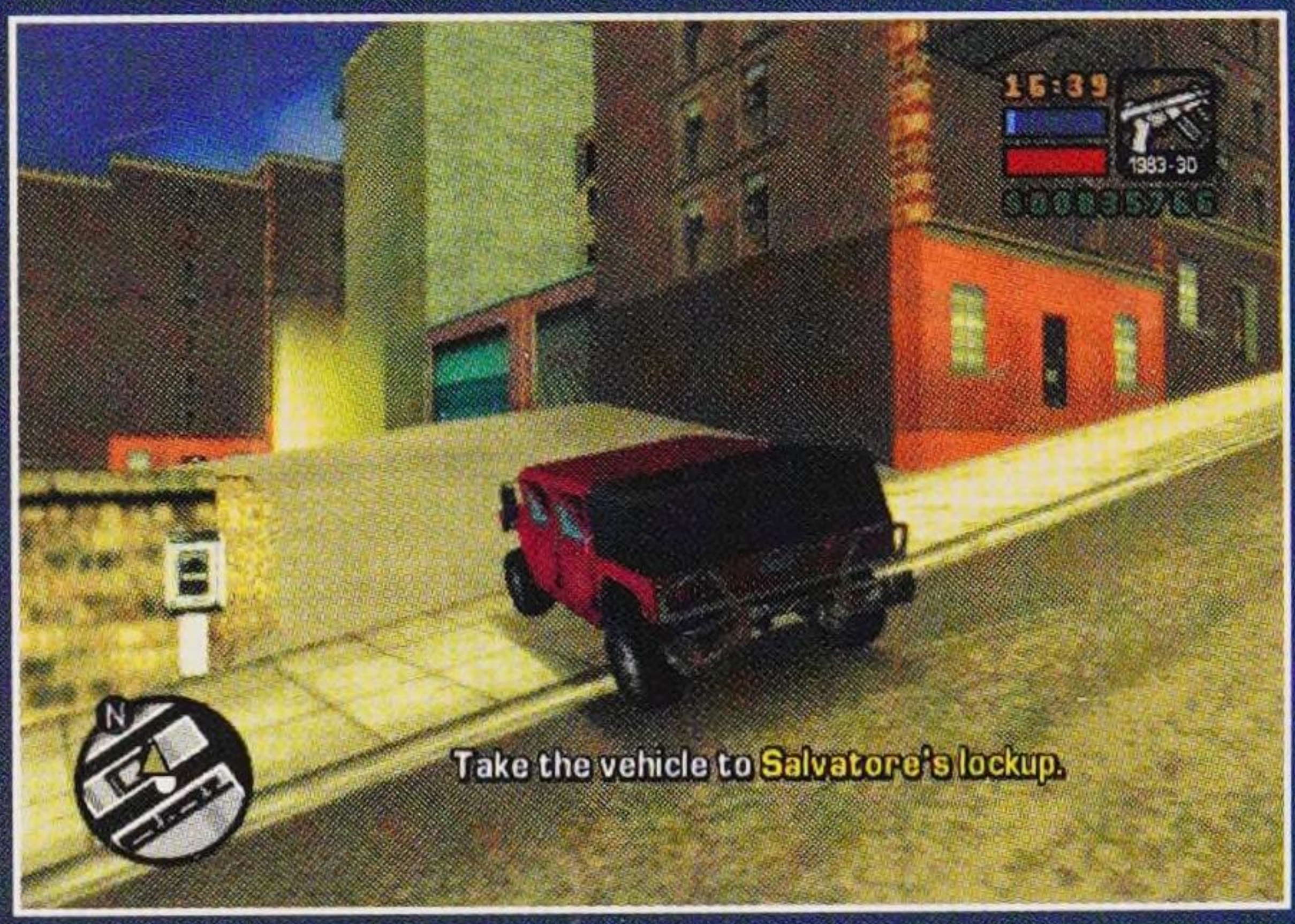


Take out the drug dealers.

LOSE THE COPS.

You have a three-star Wanted Level. Quickly drive through the Portland Dock Police Bribe **(5)** to get the helicopter off your tail. You must lose the Wanted Level completely before the next objective is given. Drive out of the docks and head south through Trenton to the wooded and grassy area where yet another Police Bribe is located **(6)**. If you're feeling bold, try the Unique Stunt Jump between the police station and the Hospital **(7)**. The last Wanted star is likely to fade before you reach another Police Bribe—as long as you behave.

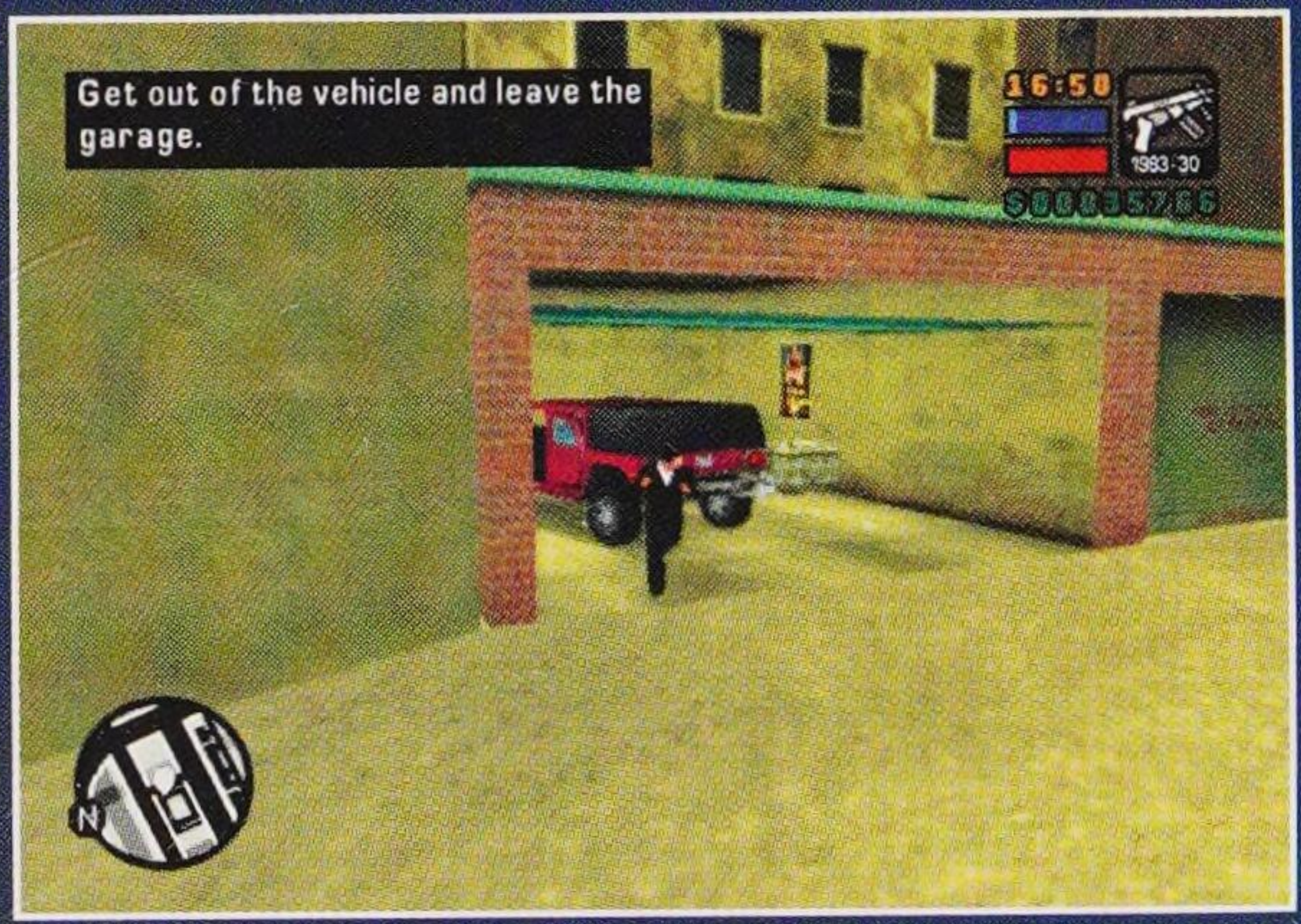




Take the vehicle to Salvatore's lockup.

TAKE THE VEHICLE TO SAVLATORE'S LOCKUP.

Once your Wanted Level is completely cleared, a yellow blip representing Salvatore's lockup appears on the radar. Follow it to the garage in Saint Mark's **(8)**. Drive through the yellow marker and into the garage, then get out of the Patriot. Exit the garage to allow the door to close and the mission is done… but what happened back there? Did Salvatore set you up?!



Get out of the vehicle and leave the garage.

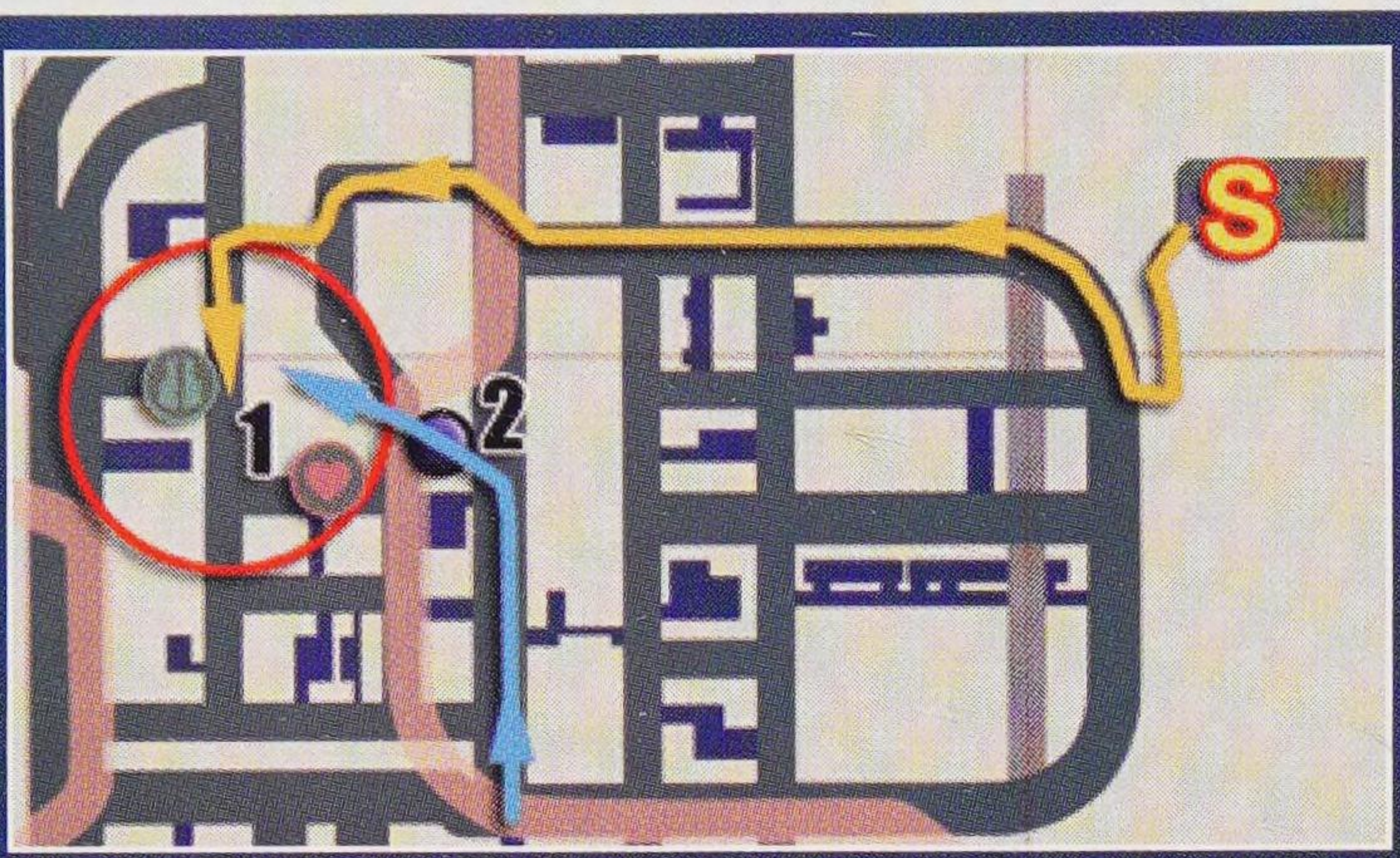
JD calls on the cell and urges you not to forget him as you climb the criminal ladder. This phone call reopens JD O'Toole's mission strand, making *Salvatore's Salvation* playable.

SINDACCO SABOTAGE

REWARD: $1500

UNLOCKS: The Trouble with Triads

SALVATORE'S fuming about the Diablos controlling Hepburn Heights. The Sindaccos, who were seriously hurt in the Red Light District gang war, are now financially backing the Diablos. Salvatore is worried and Toni promises to set things straight.

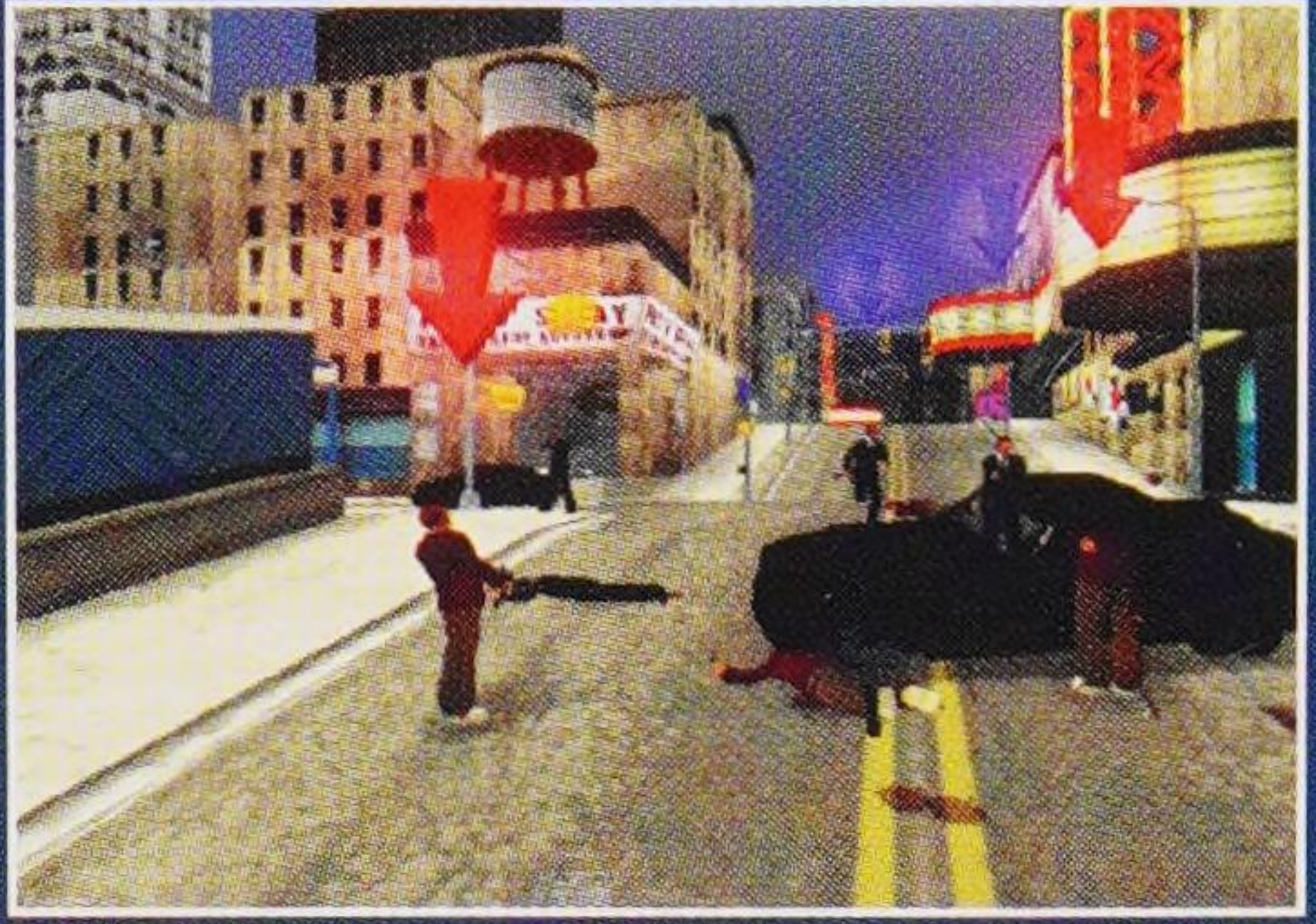


STOP THE DIABLO ONSLAUGHT BEFORE ALL THE LEONE WISE-GUYS ARE KILLED!

Salvatore opens his garage, revealing an Ingram and some Armor. Take these items if you need them before hopping in Salvatore's Sentinel **(S)**. A blue Life gauge representing the Leone gang members' Health appears on the right side of the screen. Below that is the Diablos' Life gauge in red. Follow the red blips on the map to the Red Light District and Hepburn Heights area **(1)**. A gang war is in progress. Run over Diablos with red arrows overhead, and avoid killing your own men with the blue arrows over their heads. The goal is to wipe out all the Diablos (55 total) before the Leones' (35 total) Life meter is drained.

Your vehicle will not last long through the hail of bullets, so jump out and use an AK-47 or the submachine gun found at Sal's place. Run around the streets helping the Leones defeat the continuous influx of Diablos. Use the nearby Health power-up when necessary. Pick up weapons from fallen gang members to stay well-stocked with ammo. Keep moving and watch your back; Diablos often appear in large groups suddenly and without warning. Avoid being surrounded by mobs of Diablos and try to take them out from long-range with AK-47. Their submachine gun spray is less accurate from a distance. Try shooting them from the top of the apartment that's under construction in Hepburn Heights. There's a sniper rifle up there and a section of the rooftop with a great view of the war zone. Use the Unique Stunt Jump **(2)** that becomes available after destroying the Dolls House. Follow the blue arrow on our map for the jump approach. You must jump over the El Train track and land on the rooftop of the construction building.

Armor appears only in this mission on the Hepburn Heights corner, just north of the Pay 'n' Spray and west of the construction site. It comes in handy, so don't miss it. This is a long battle; be prepared for a tough gun fight. Once all the Diablos are finished, you get a cell call from Sal. Toni reports the bad news to his boss: he thinks the Leones are going to lose this part of town to the Sindacco/Diablo collaboration.



THE TROUBLE WITH TRIADS

REWARD: $1500

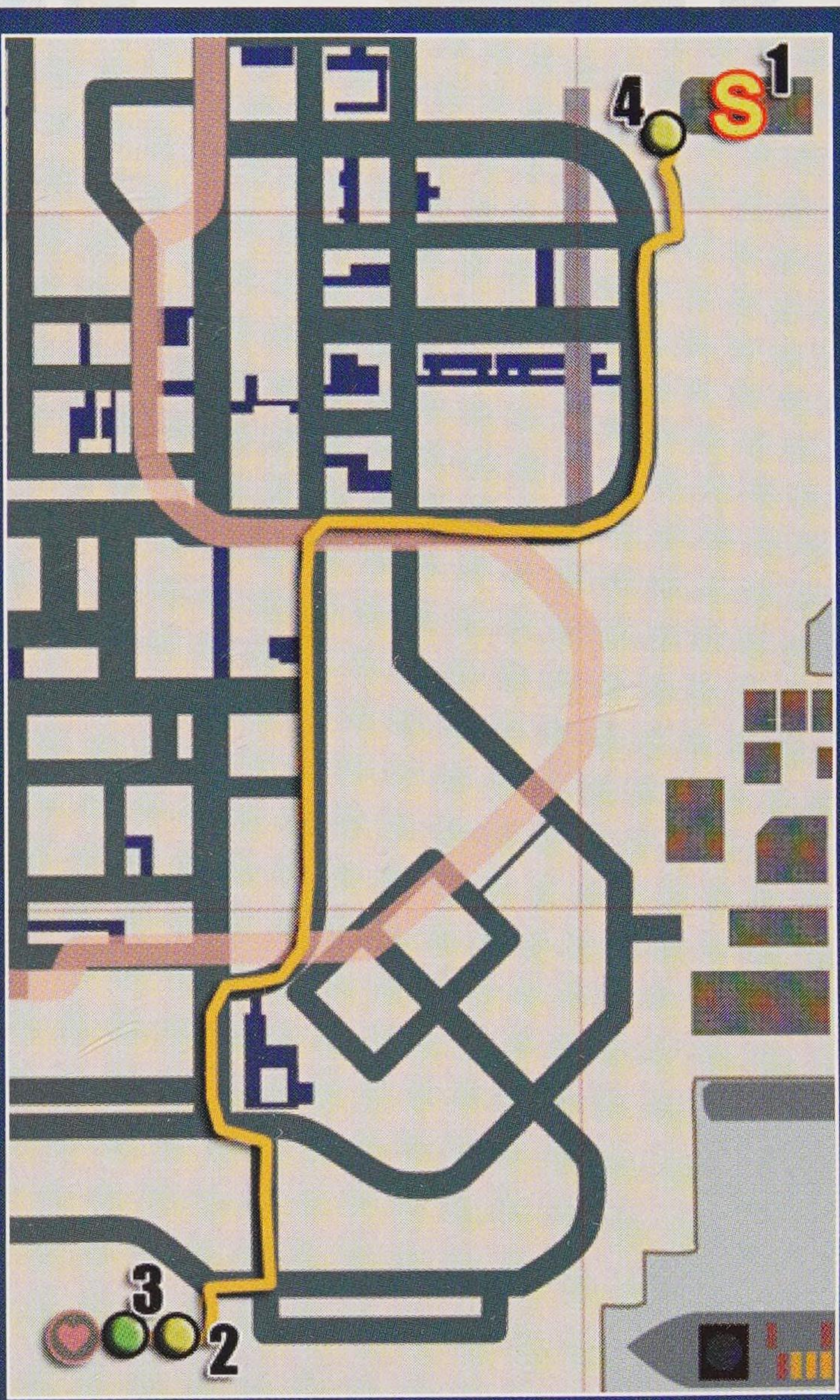
UNLOCKS: Driving Mr. Leone

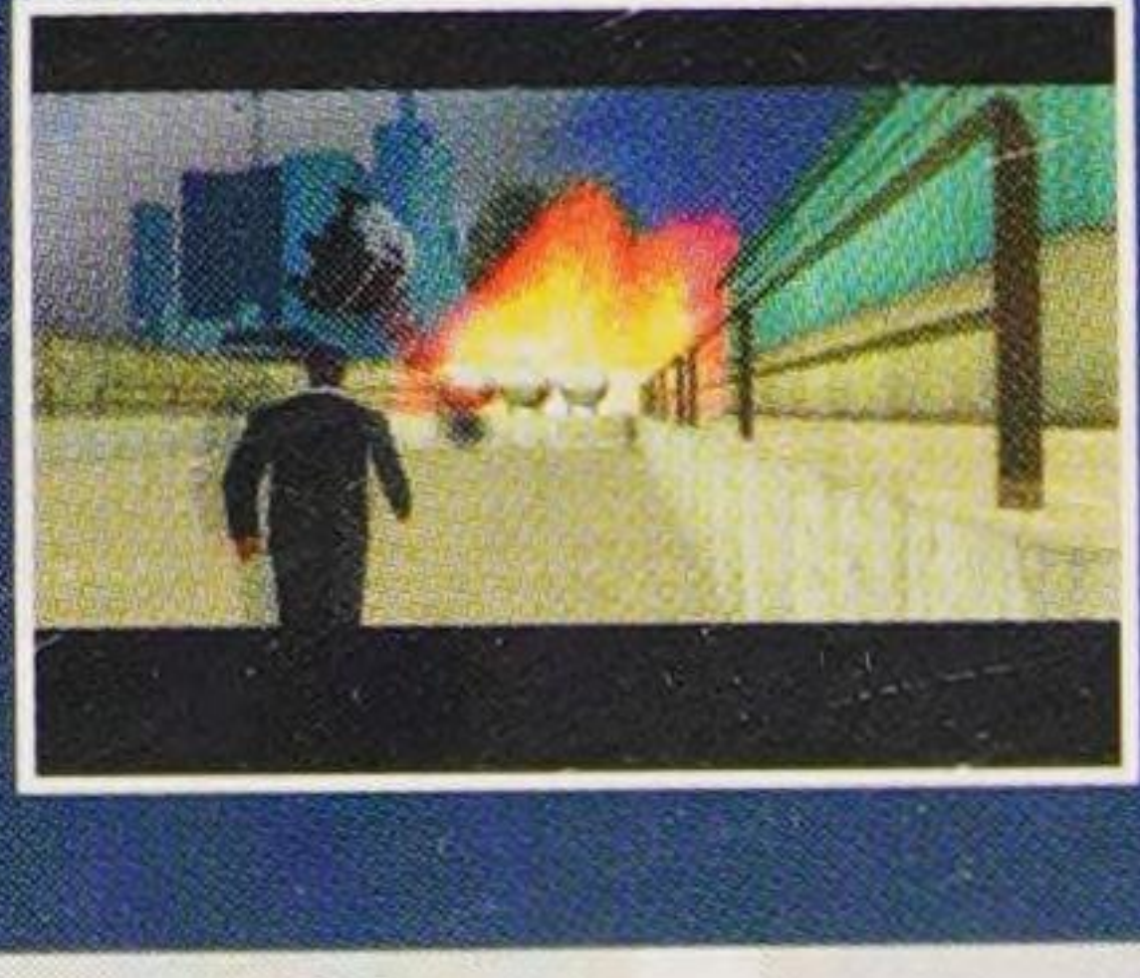
SAL is found with Maria in his driveway, sporting his new Banshee. Sal tells Toni he needs a bunch of money collected from his warehouse in Callahan Point.

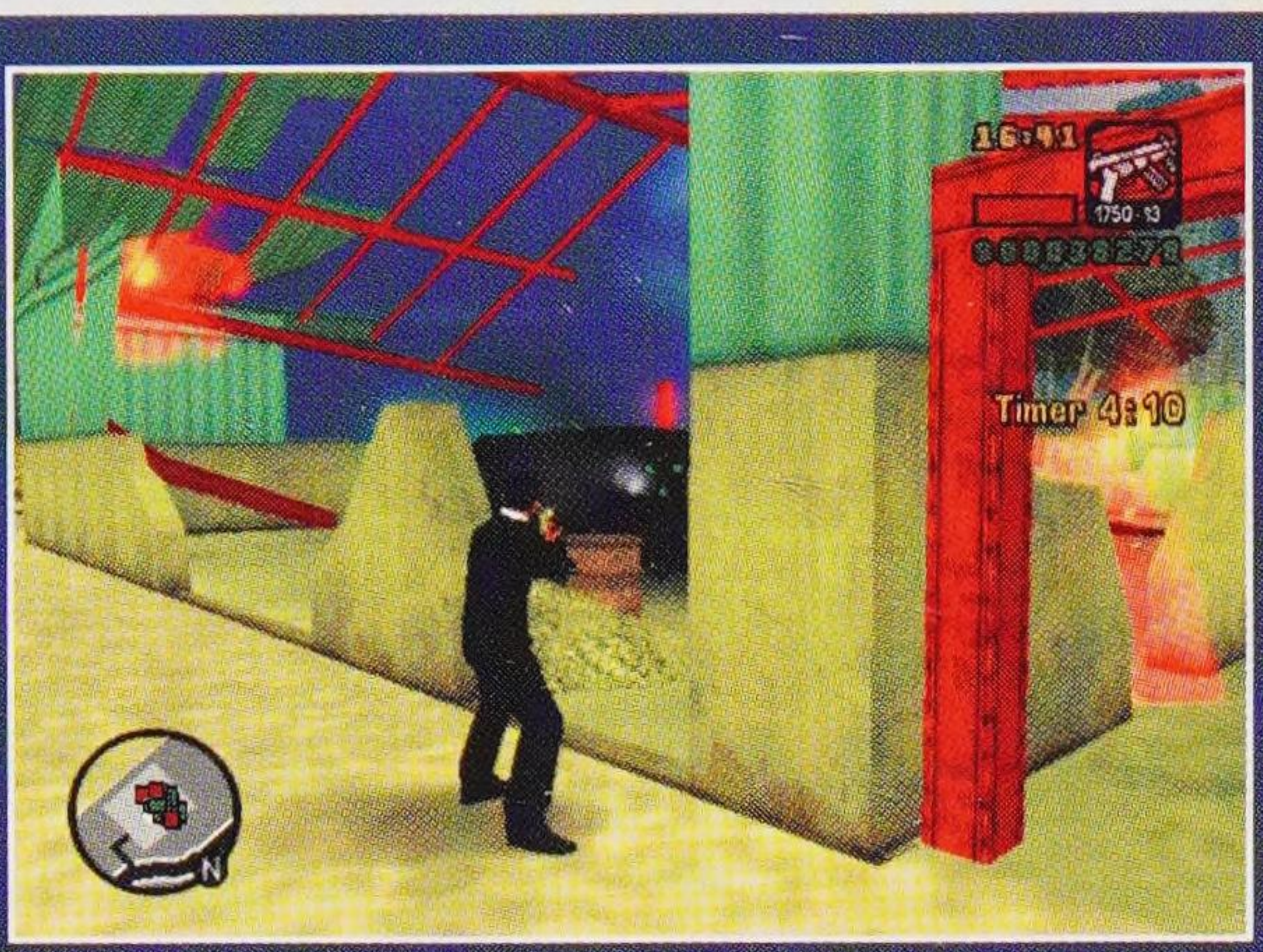
GO TO THE WAREHOUSE.

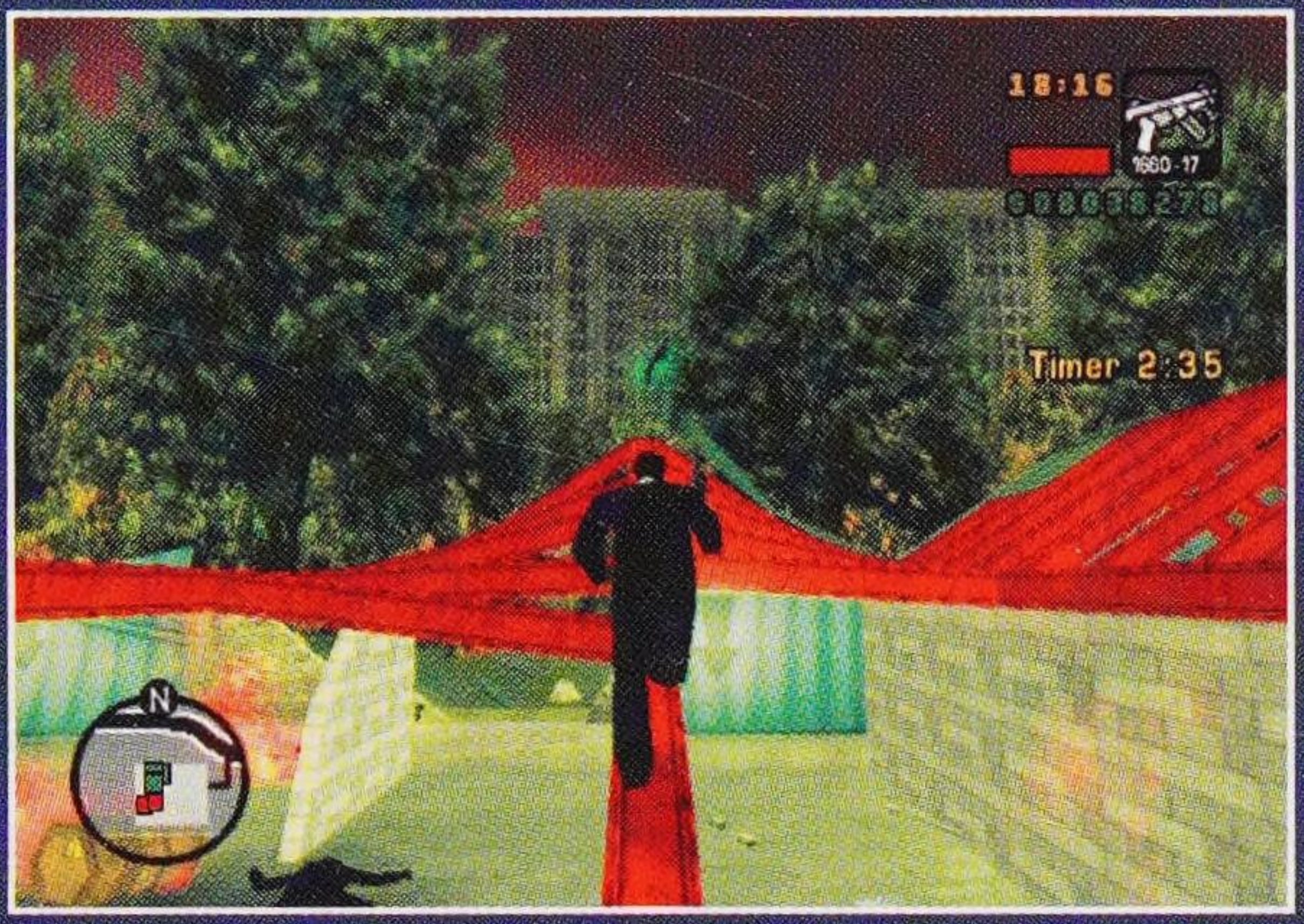
Take Sal's Sentinel or PCJ-600 **(1)** and follow the yellow blip to what becomes the Fish Factory in *Grand Theft Auto 3* in Callahan Point. Make sure you have full Health and Armor and are packing plenty of ammo for your AK-47 or submachine gun. Stop in the yellow marker before the closed gate of the compound **(2)**.

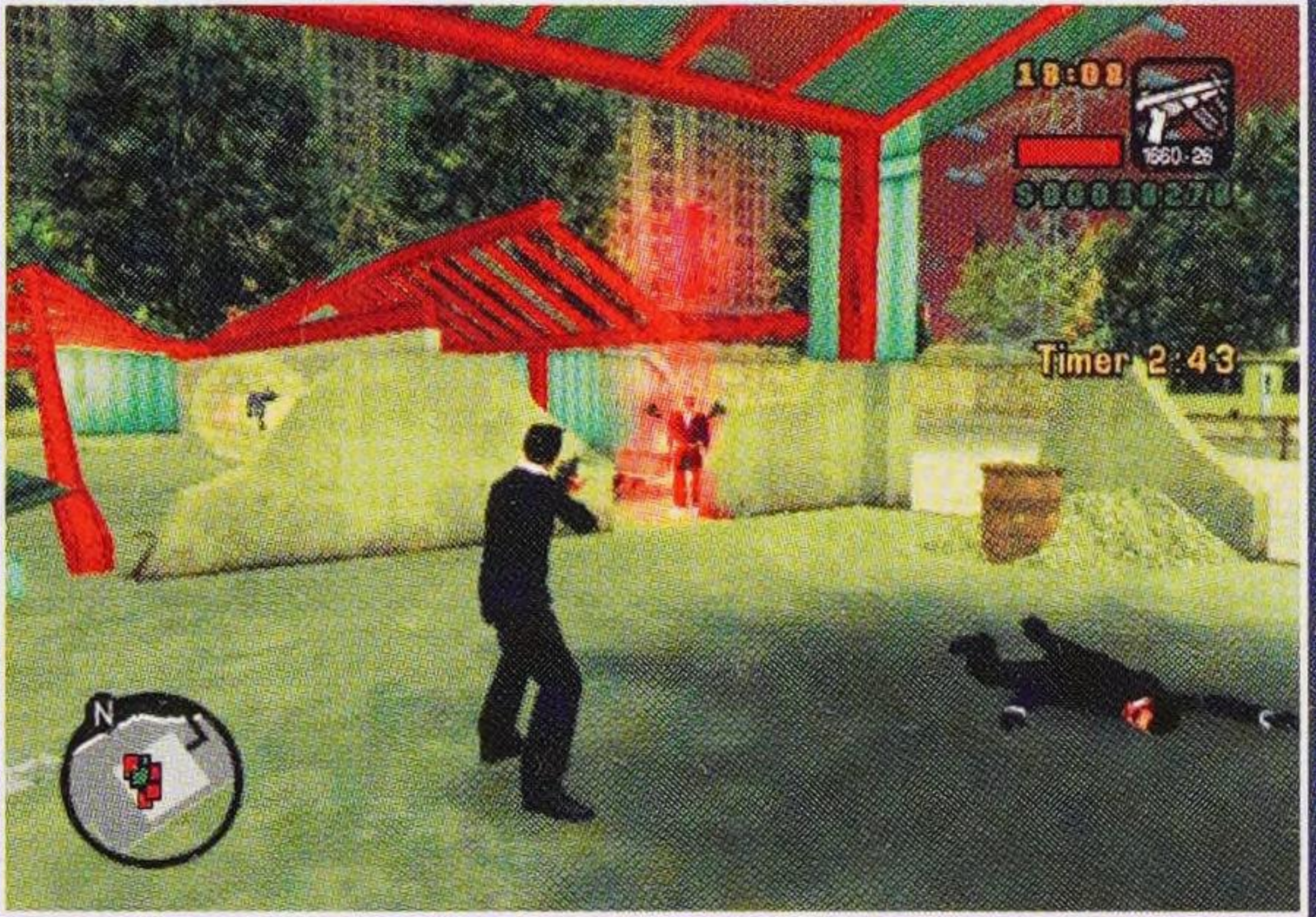
A cinematic shows the gate open, and you are welcomed as you pull in. Some Triads are seen detonating a bomb near fuel tanks behind the warehouse. The warehouse meets the same fate as the Fish Factory will (did) in *Grand Theft Auto 3*. The entire place is shredded and engulfed in flames.











COLLECT THE MONEY BEFORE IT GOES UP IN FLAMES.

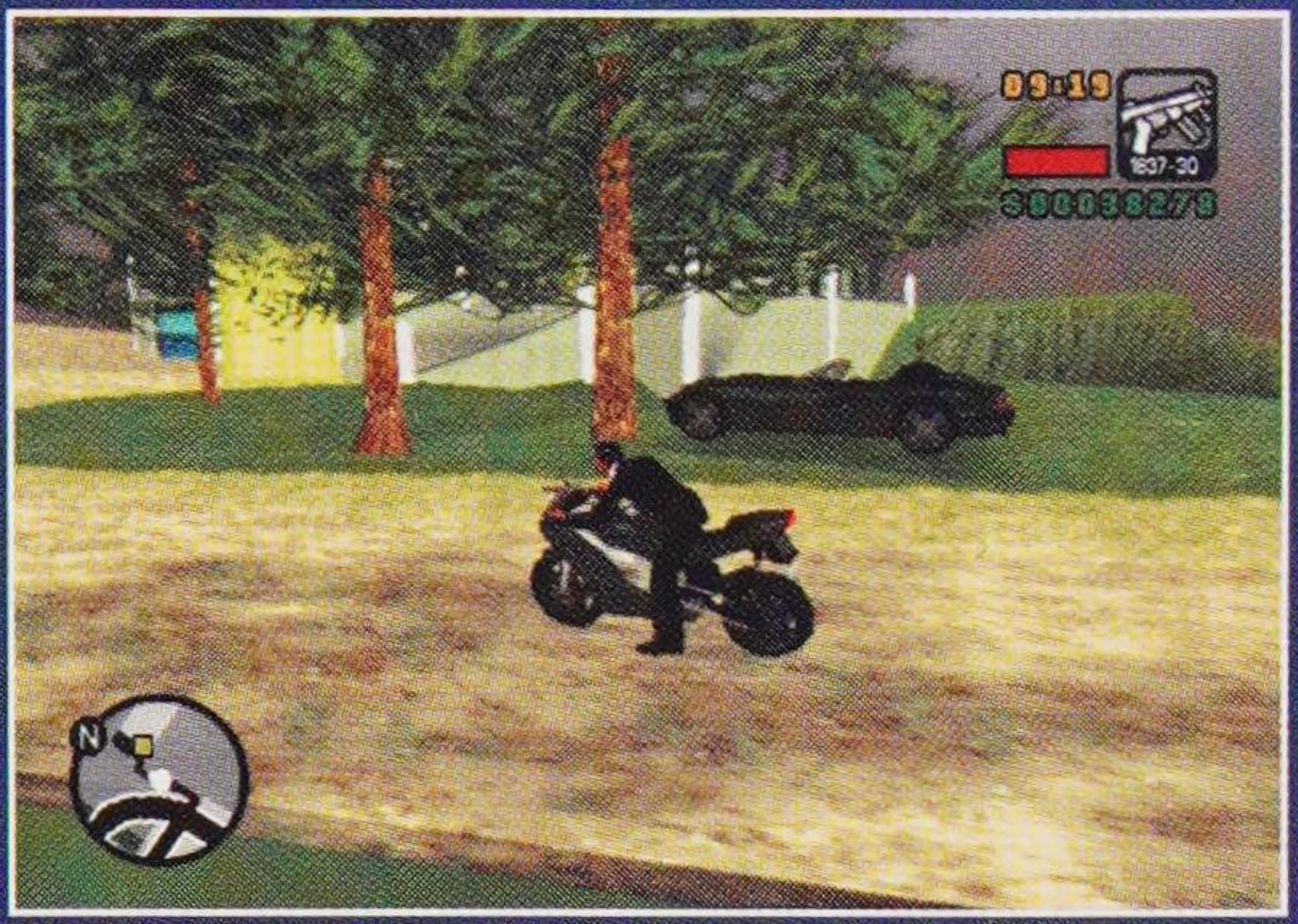
Before you go searching for Sal's money in the burning building, run around the compound and eliminate as many of the Triads hidden around the area before they surprise you on your money collection hunt **(3)**. The red arrows over their heads make them easy to spot. You cannot defeat them all, as more trickle in as the mission progresses, but you can make the area a safer place to work.

Enter the burning warehouse from different access points and walk slowly through the safe paths around the flames. Green blips on the map represent wads of cash, which are spread throughout the warehouse. Green arrows also appear above the cash to help you locate it more easily. Collect them all to complete this phase of the mission. Be cautious as you enter new areas of the warehouse; Triads are sure to be waiting for you to approach. Shoot explosive barrels if Triads are in the vicinity of these deadly containers. Shooting the barrels also keeps them from exploding from heat exposure when you approach. There's a Health power-up between the factory and the west compound wall. Use it if you take too much damage from fire or bullets.

You can carefully cross and climb a long roof beam on the ground in the north end of the warehouse. There's also a stubby shotgun at the top. Once you've collected all the money, a new objective is set.

TAKE THE LOOT BACK TO SALVATORE'S.

All the vehicles in the compound are damaged and smoking from the warehouse explosion. Use one of the vehicles to exit the compound. Jack a new vehicle right away to avoid damaging yours any further. Follow the yellow blip on the map and enter the yellow marker near Sal's garage **(4)** to successfully return the cash to Salvatore and complete the mission.



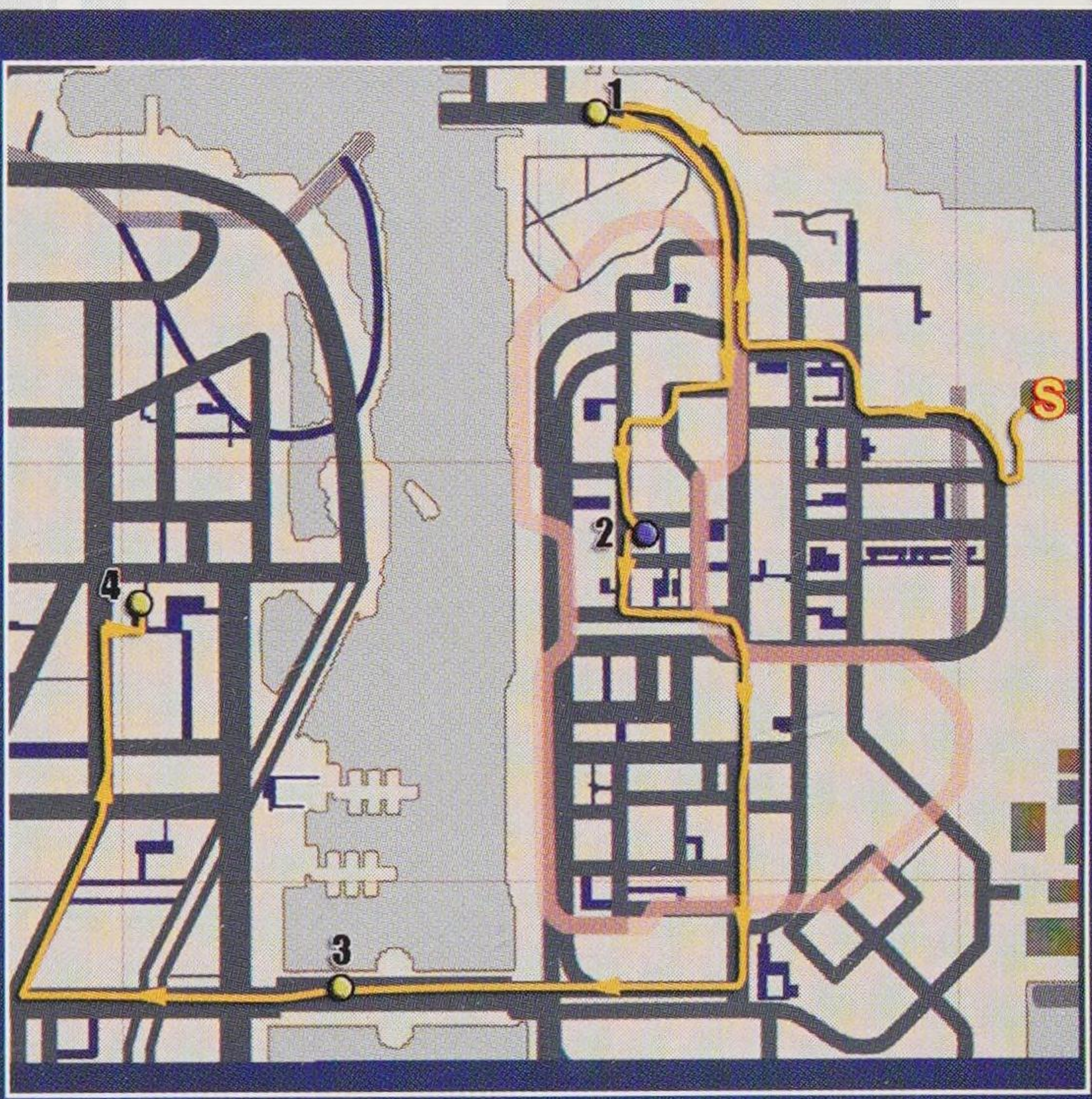
DRIVING MR. LEONE

REWARD: $4000

UNLOCKS: A Walk in the Park (Staunton Sal mission).

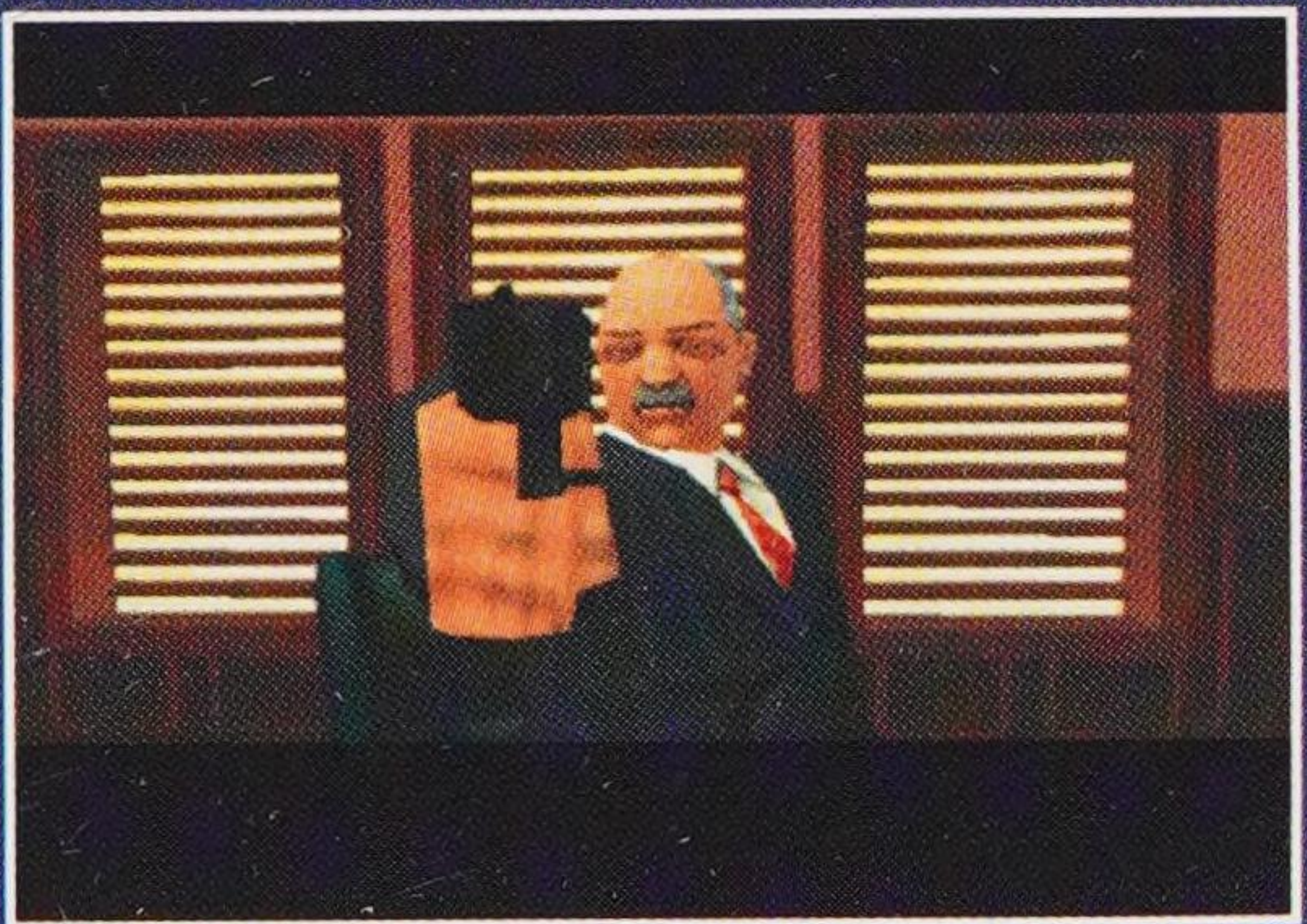
OTHER UNLOCKABLES: Staunton Island opened, Callahan Bridge opened and ferry between Portland and Staunton is now operational.

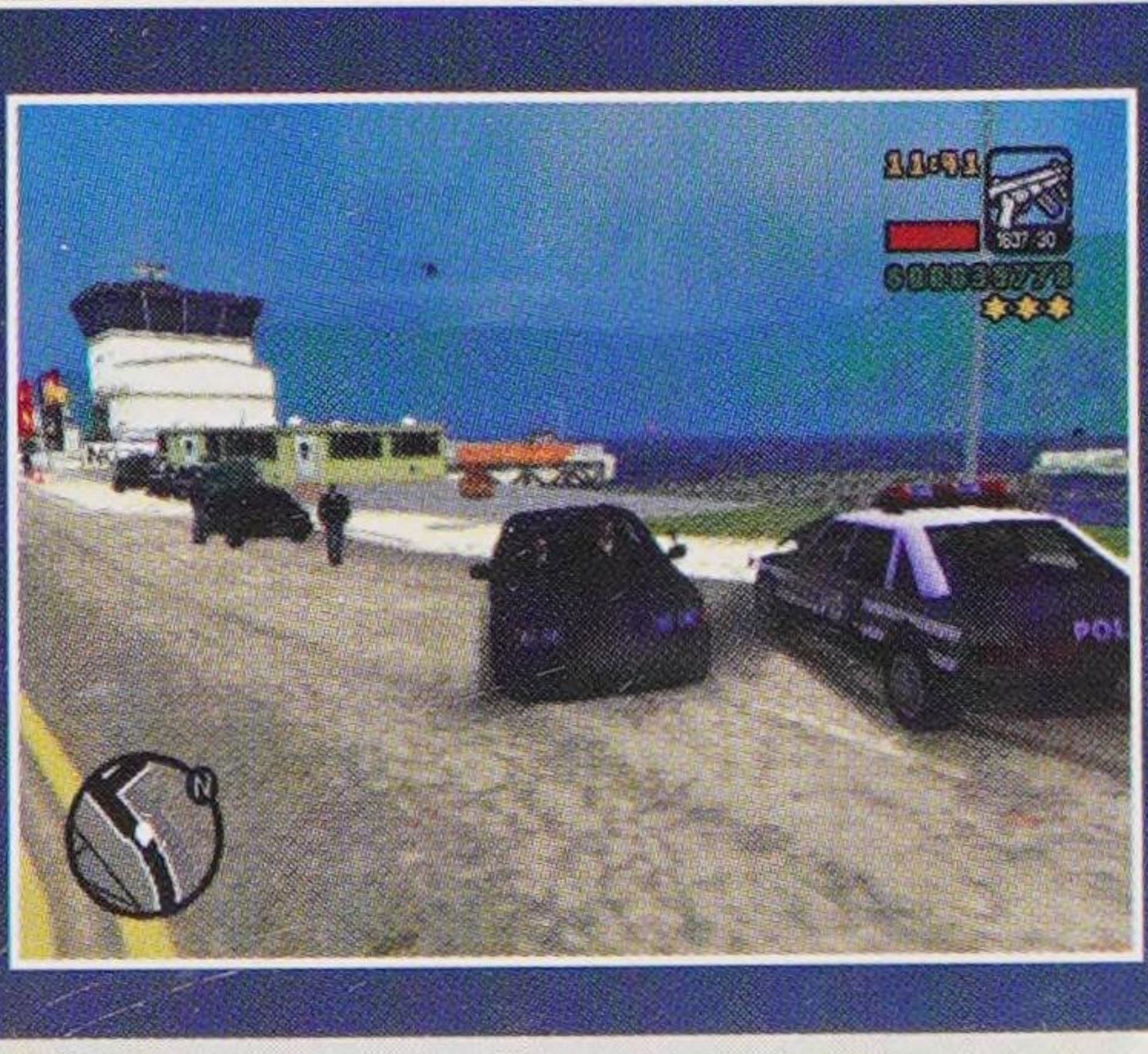
SAL is becoming paranoid. He thinks the mayor, R.C. Hole, is going to blame him for all the recent problems in Portland—and not just the things he knows he's responsible for! Salvatore wants Toni to take him to Staunton Island to see the mayor.

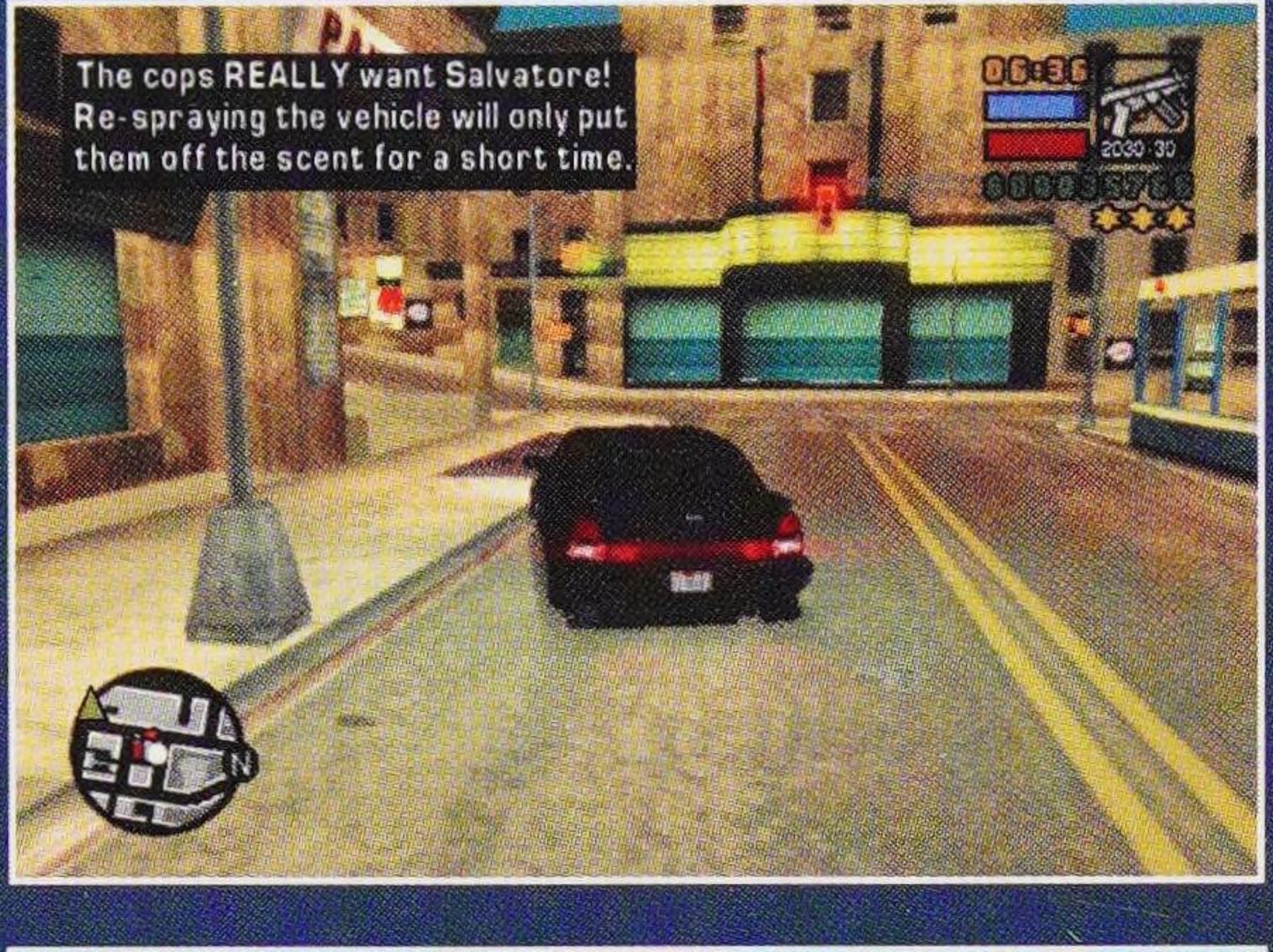


GET TO THE FERRY TERMINAL.

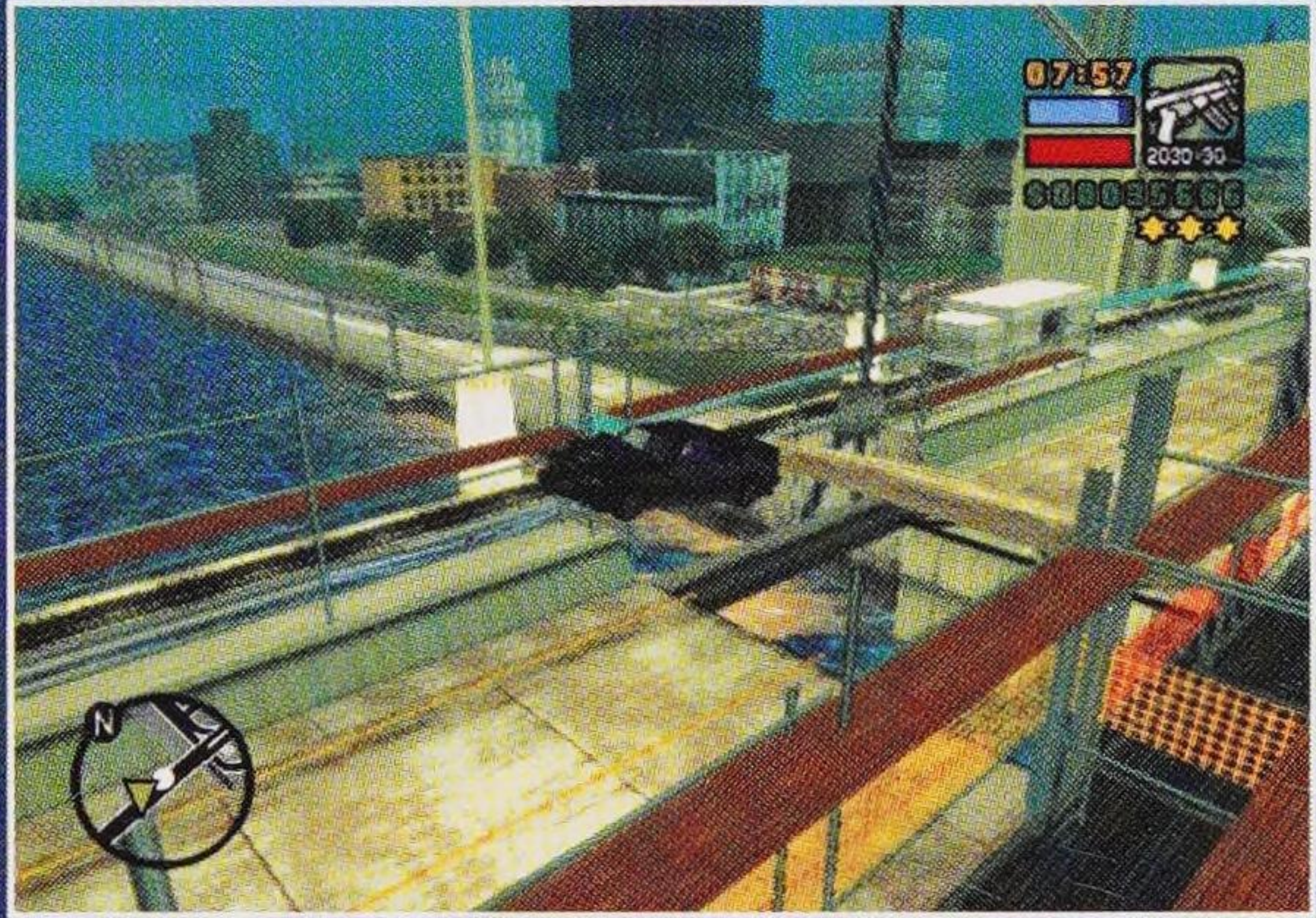
Salvatore joins you outside his mansion **(S)**. A yellow blip on the radar represents the Ferry Terminal. Enter Leone's Sentinel, then take him through Hepburn Heights and beyond the overpass to reach the ferry terminal. Drive through the yellow marker at the ferry port in Harwood **(1)**. You receive a three-star Wanted Level and Sal tells you to go to the Callahan Bridge.

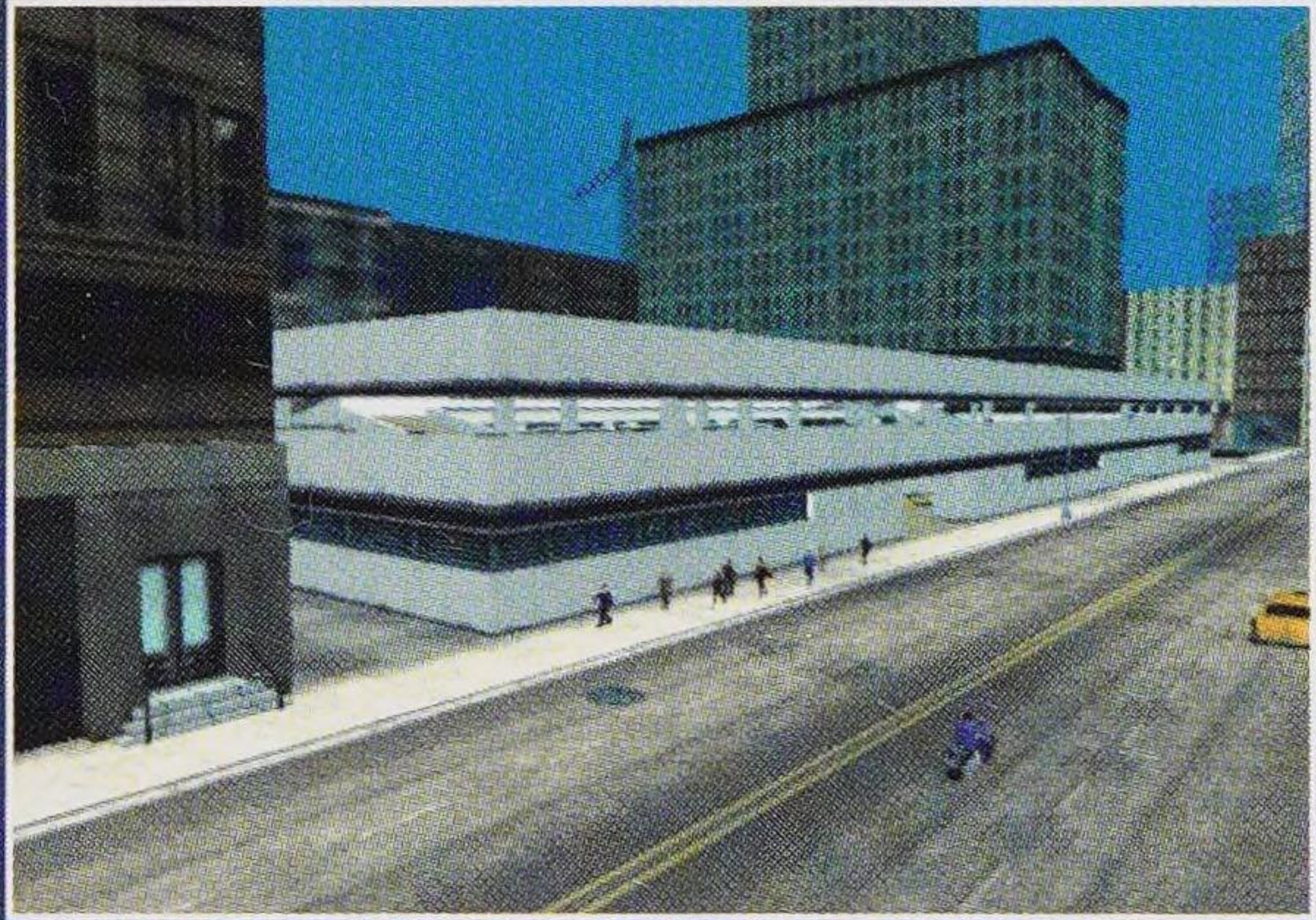






The cops REALLY want Salvatore! Re-spraying the vehicle will only put them off the scent for a short time.





HEAD FOR THE CALLAHAN BRIDGE.

The cops really want Salvatore this time, and respraying your car only temporarily puts them off your scent. Hitting the Pay 'n' Spray **(2)**, however, works in your favor and keeps the Wanted Level down long enough to get over the bridge. If your car is damaged, then fixing it also delays an explosion that would kill you both.

Once you reach the Callahan Bridge in Chinatown, make sure to take the right (northernmost) bridge road; the left side is impassable. The road is lifted near the end of the bridge. Sal wants you to gun it to get to the other side. However, you could roll slowly off the end of the ramp and still make it; the gap below is tiny and there's no real risk of falling into the river. Admittedly though, speeding over the ramp is a lot more fun and looks very cool from the sky camera angle! Whatever your speed choice, launch over the ramp and pass through a yellow marker **(3)** to complete the current objective.

HEAD OVER TO THE SAFE HOUSE.

Sal knows a place where you can both hide out for a while. Follow the yellow blip on the radar to Newport, behind the large parking garage. This is your new safe house. Pull into the yellow marker **(4)** near the garage and apartment entrance to complete the mission.

RADIO ANNOUNCEMENT

After completing *Driving Mr. Leone*, a radio announcement reports on the end of the industrial strike. Subways and ferries are now operational, but the elevator bridge between Staunton Island and Shoreside Vale has been shut down.

9MM MAYHEM

AVAILABILITY: Available from the beginning of the game, as long as you are not already in another mission.

LOCATION: Freeway parked in the alley across from JD's bar in the Red Light District, near the roof access stairs (7 on our Pastimes map in the back of this guide).

REWARD: Cash earned for each target eliminated. This award increases with each elimination.

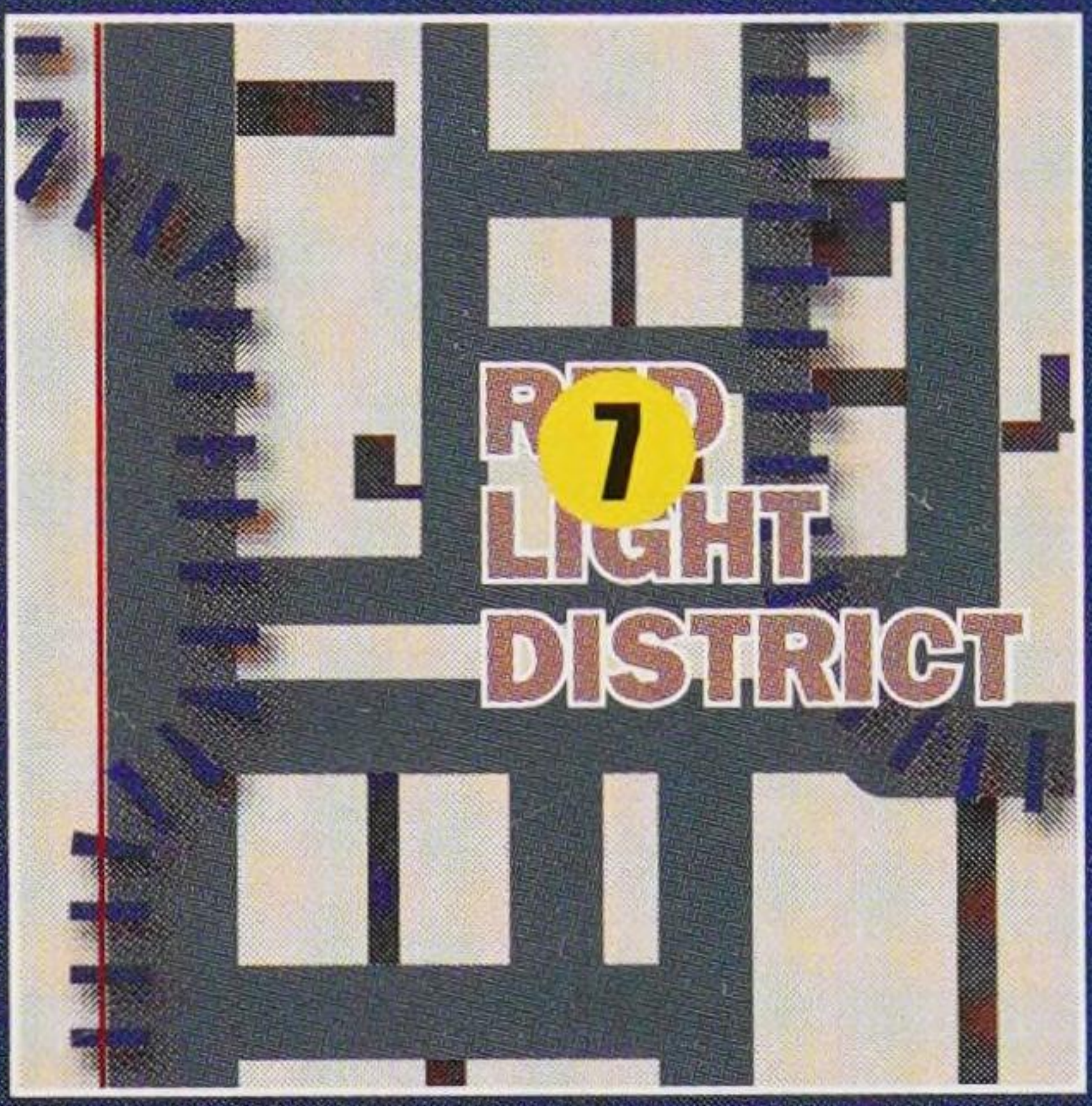
UNLOCKS: Goes toward 100% completion of the game.

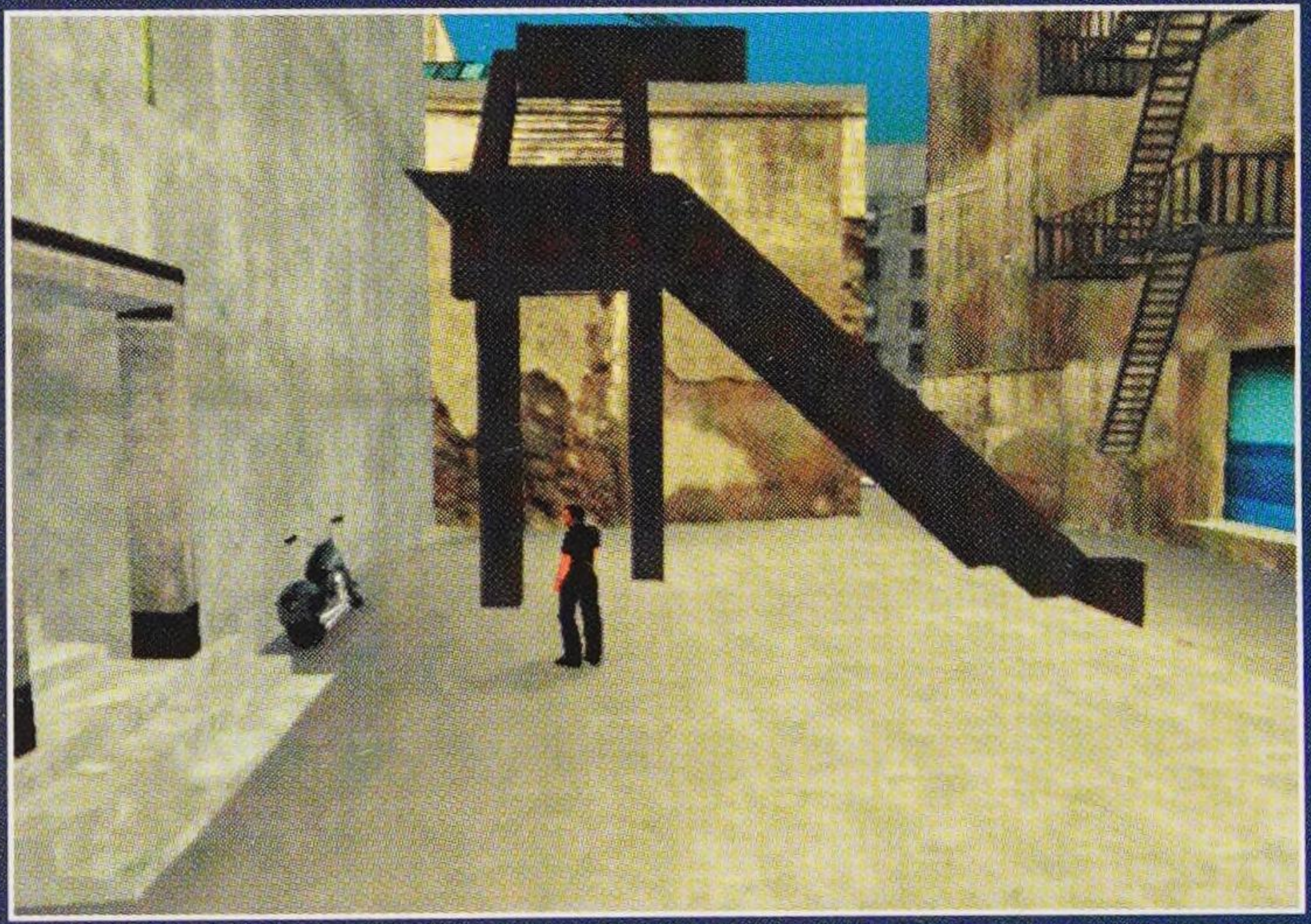
DETAILS

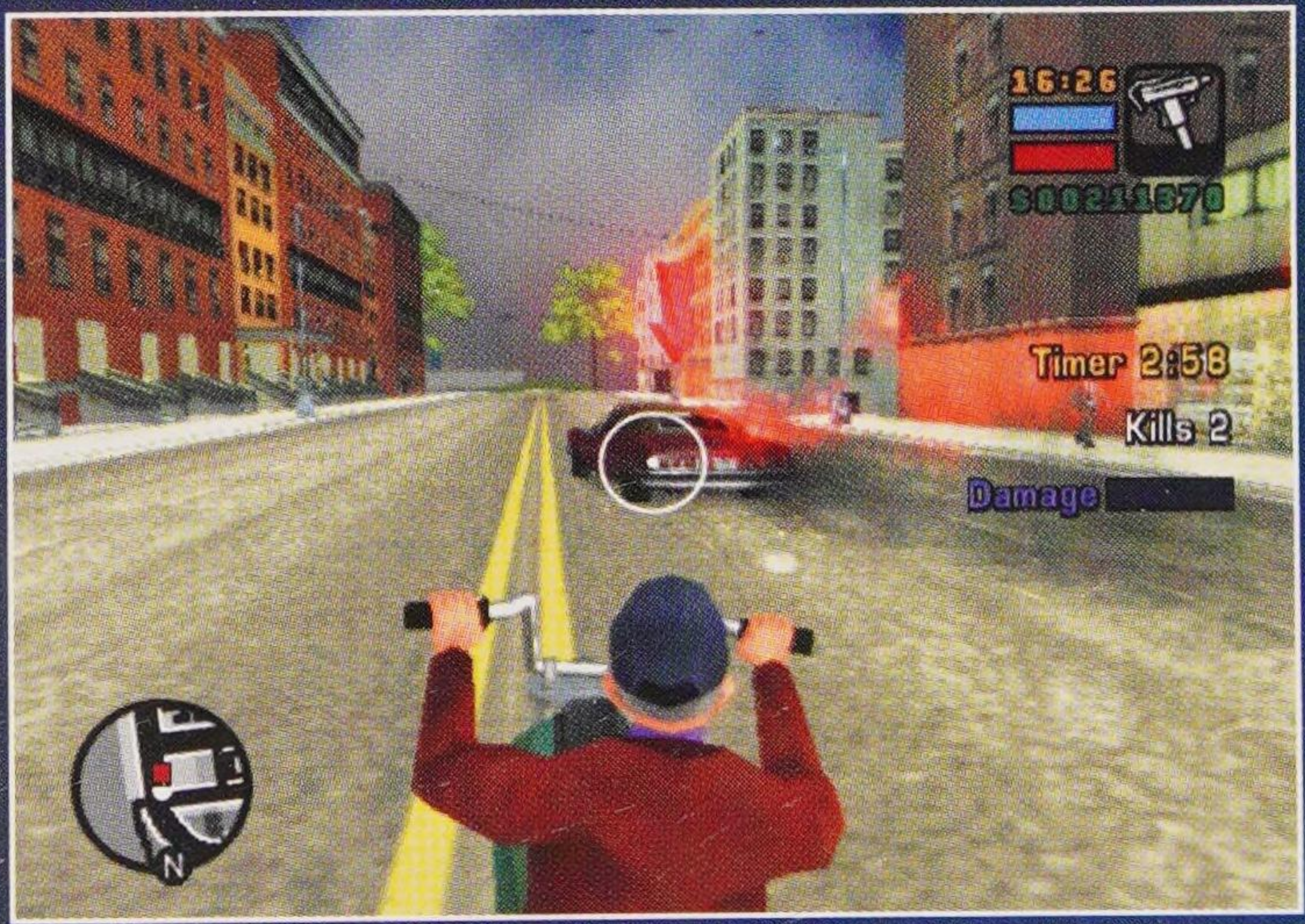
The mission begins as soon as you mount the Freeway in the appropriate alley location **(7)**. You're riding shotgun while an AI-controlled ally drives. You enter first person view and man a Mac-10 with unlimited ammo. The AI driver hunts down targets, indicated as red radar blips. Targets are vehicles with a driver and a passenger with a weapon.

You've got 3 minutes and 30 seconds to eliminate 10 targets to beat the current high score. The clock does not start until target is within range. The clock stops when there are no targets within range. It also pauses if you and your AI driver are knocked from the bike; you then automatically remount.

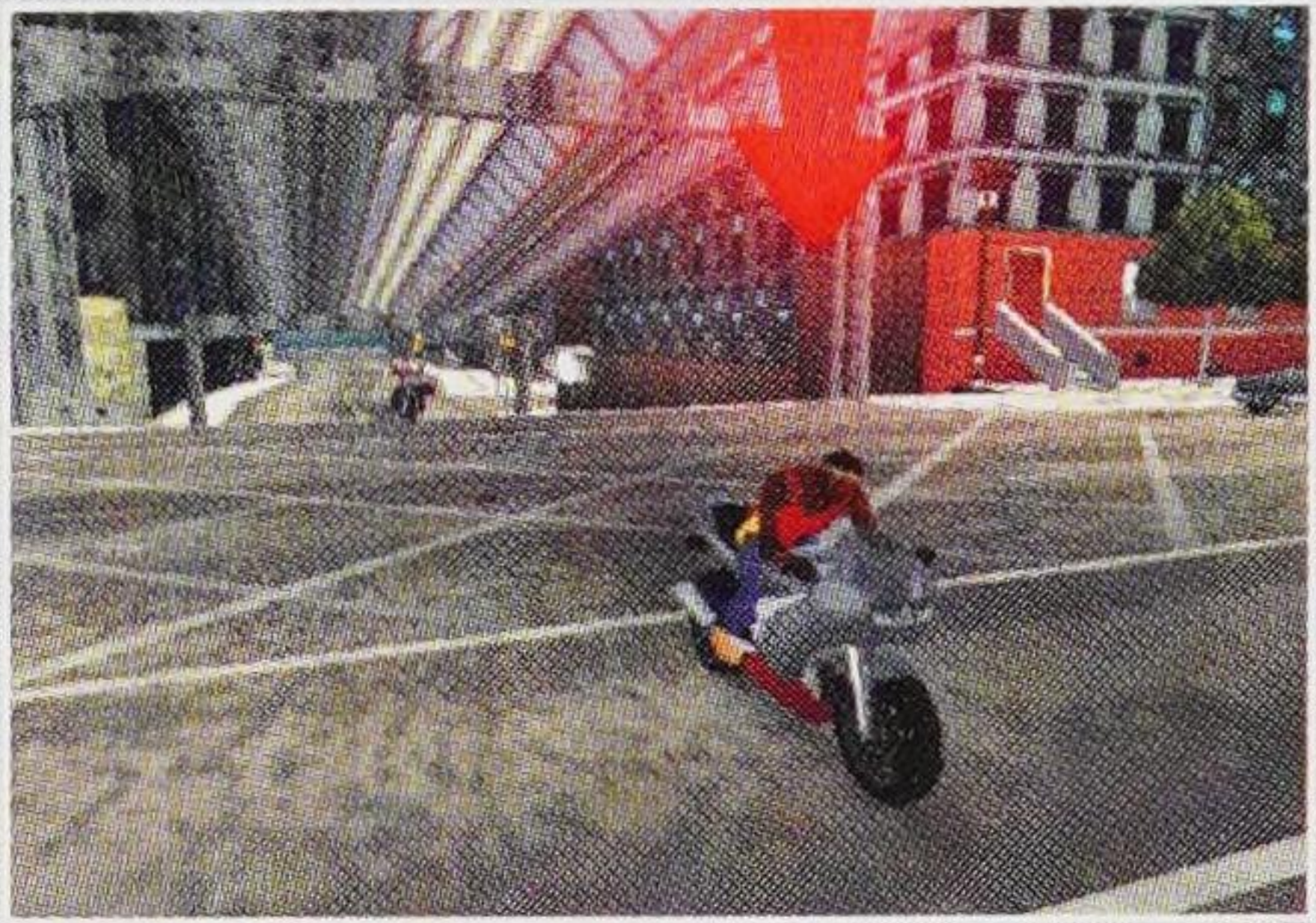
The Damage meter indicates the condition of your bike. Allow this meter to fill and the mission ends in a fiery explosion. Enemy gunfire is the leading cause of damage. You also have three adrenaline pills to increase your aiming skill, which you can use at anytime by simply pressing the R1 button. (PSP: R button)







TIPS



Timer 2:24
Kills 2
Damage

- Do not aim too low off the front end of the bike; if you hit your AI driver, he is killed and the mission is failed. Your targets are always humans, not the vehicles they drive.
- Shoot tires to slow the enemy down. This makes them easier targets to hit. Try to aim through the back window to kill the driver instantly, which is always the primary target—not the car they're driving. When a gunman is aboard, aim for the gunman first, the tires second, and the driver third; or fill the car with enough bullets to blow it up, killing the primary target—the driver.
- Save your Adrenaline pills for the later missions when you're chasing Patriots with AK-47 wielding gunmen in the back. The Adrenaline slows everything down, making it easier to pick off the gunman and shoot the driver through the rear window. For PSP only, you can use the L button to slow down the movement of the reticle to aid in percise aiming.

BUMPS & GRINDS

AVAILABILITY: Anytime during the game, as long as you are not currently on another mission.

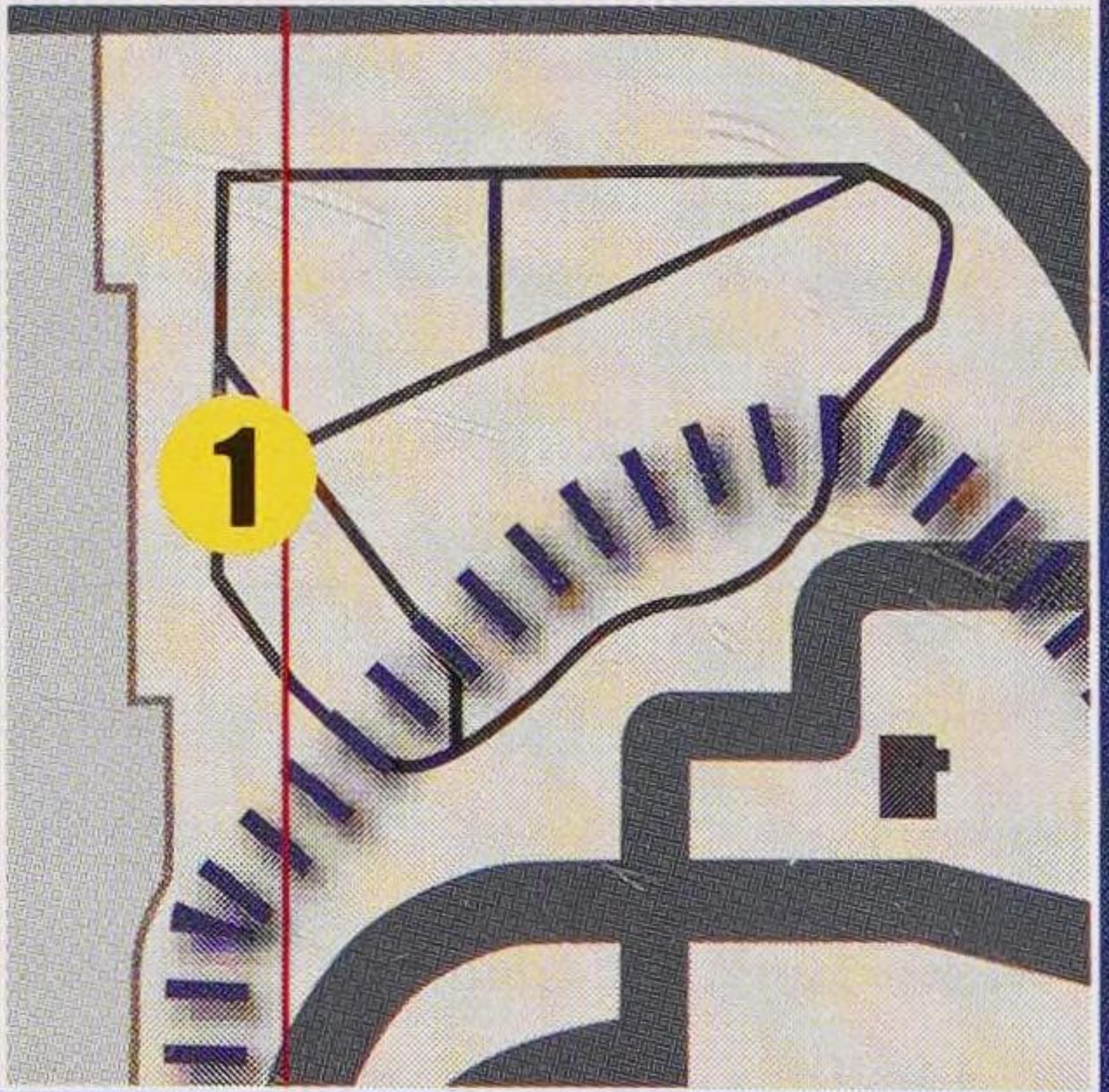
LOCATION: Mount the Sanchez parked on the Harwood dirt bike course (1 on our Pastimes map).

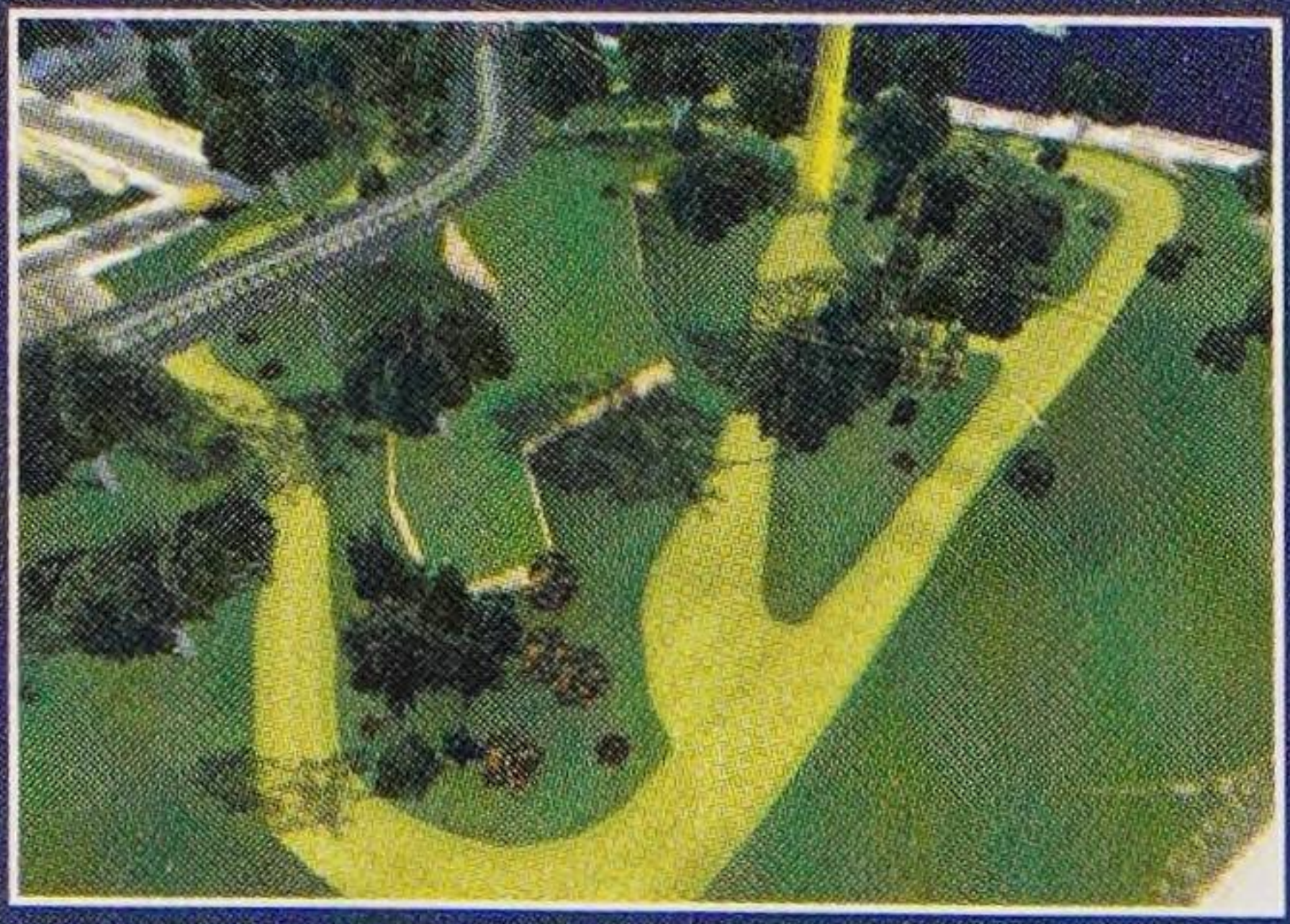
REWARD: Cash awarded when each course is completed.

UNLOCKS: Once all 10 courses have been beaten, the Sanchez at the Bumps & Grinds location is replaced with an upgraded Sanchez, the Manchez. This super Sanchez allows you to get even better course times.

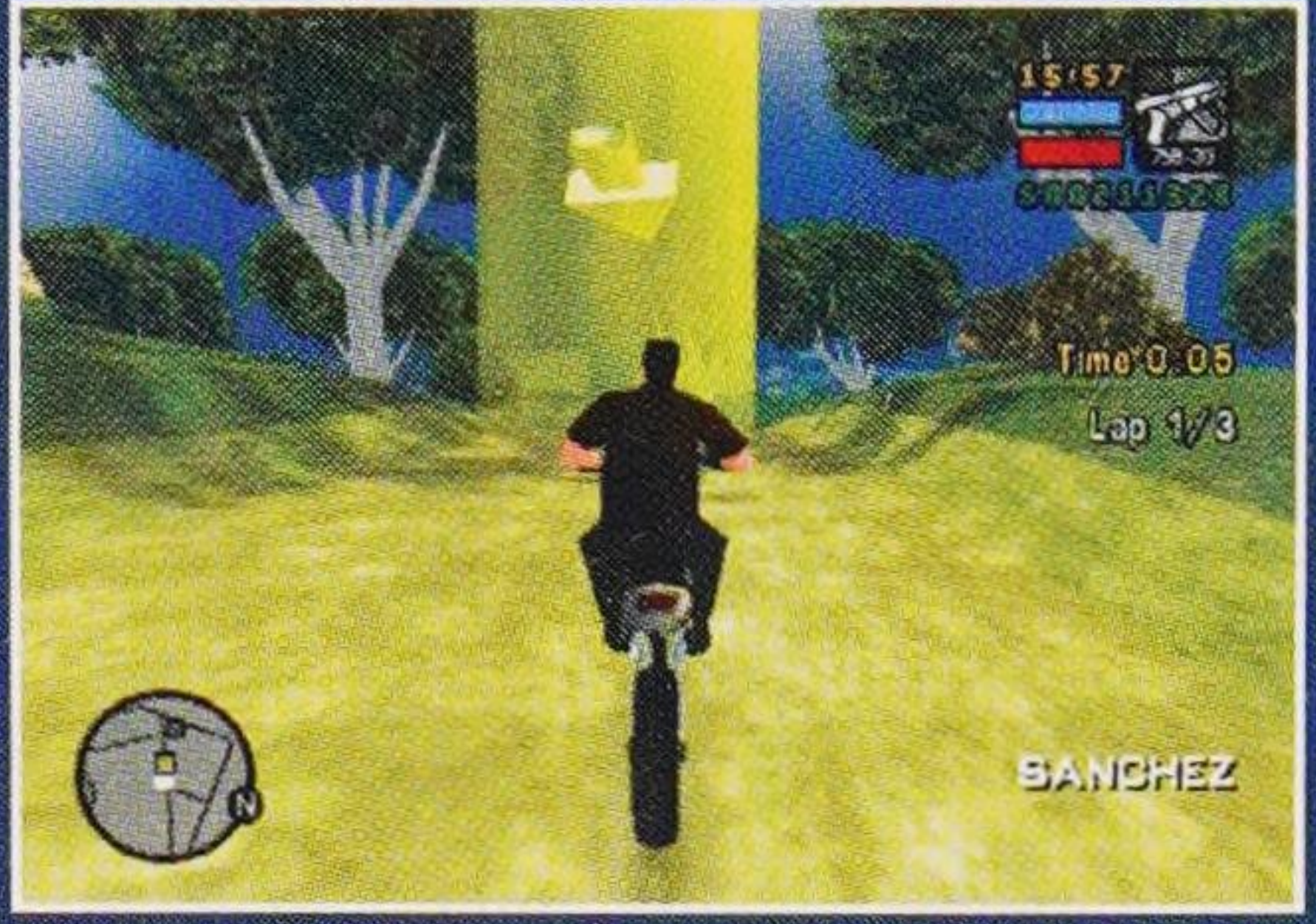
DETAILS

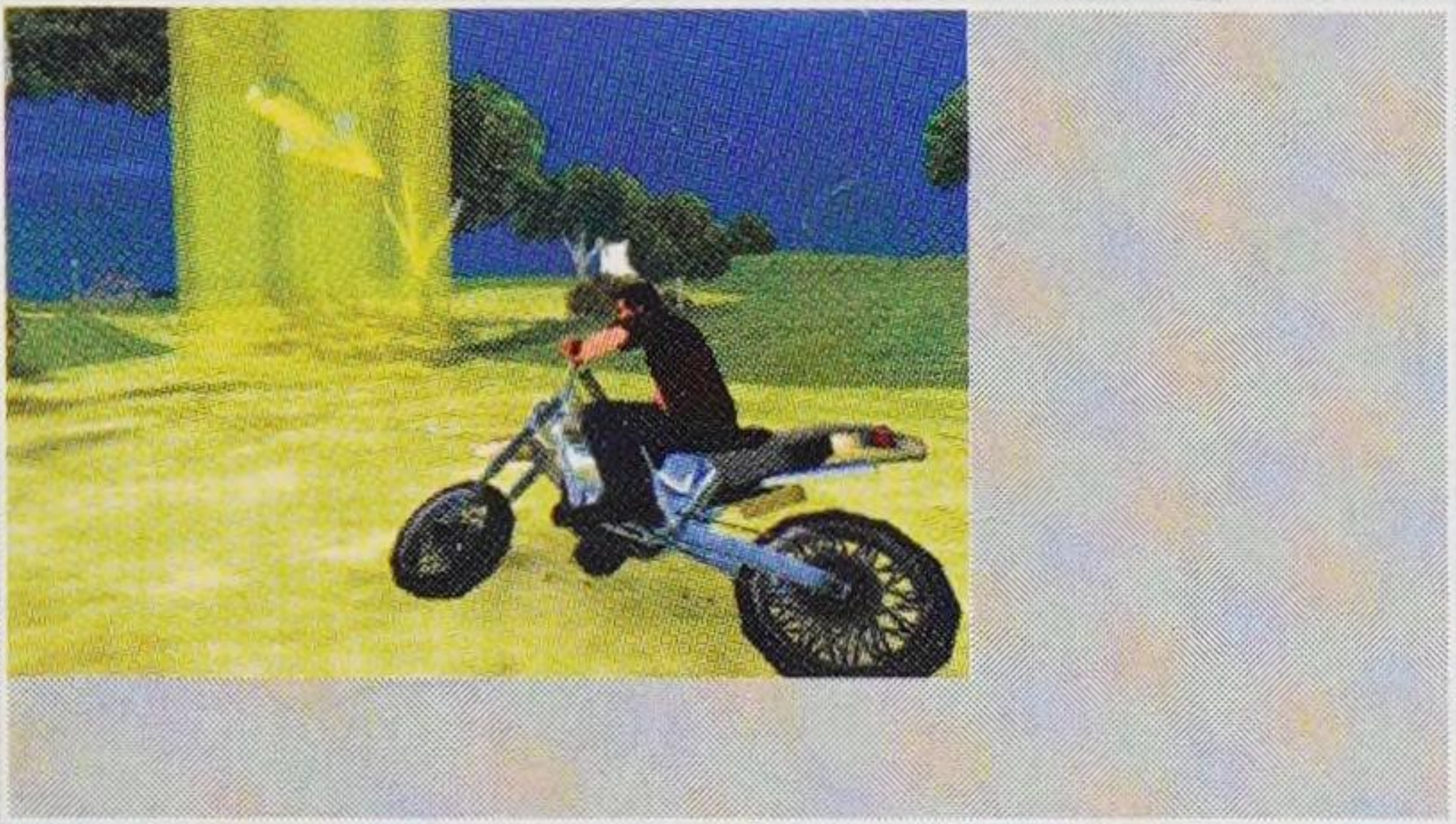
Get on the Sanchez dirt bike that's leaning against the tree at the Harwood course. A time trial menu appears that eventually allows you to select from 10 courses. However, you must first complete each challenge before unlocking the next course in the sequence. Only course 1 is available in the beginning.





Complete three laps around the off-road course to beat the best time. When that course is beaten, the next time trial course is cued.





TIPS

- The Harwood dirt track does not change from course to course; however, the order and number of checkpoint coronas placed on the course does vary. It's a good idea to ride around the track in different directions and speeds for a while, taking alternate routes as you practice just to get a feel for the track. Beating the 10 time trial courses themselves is nothing more than just trial and error… and loads of fun.

CAR SALESMAN

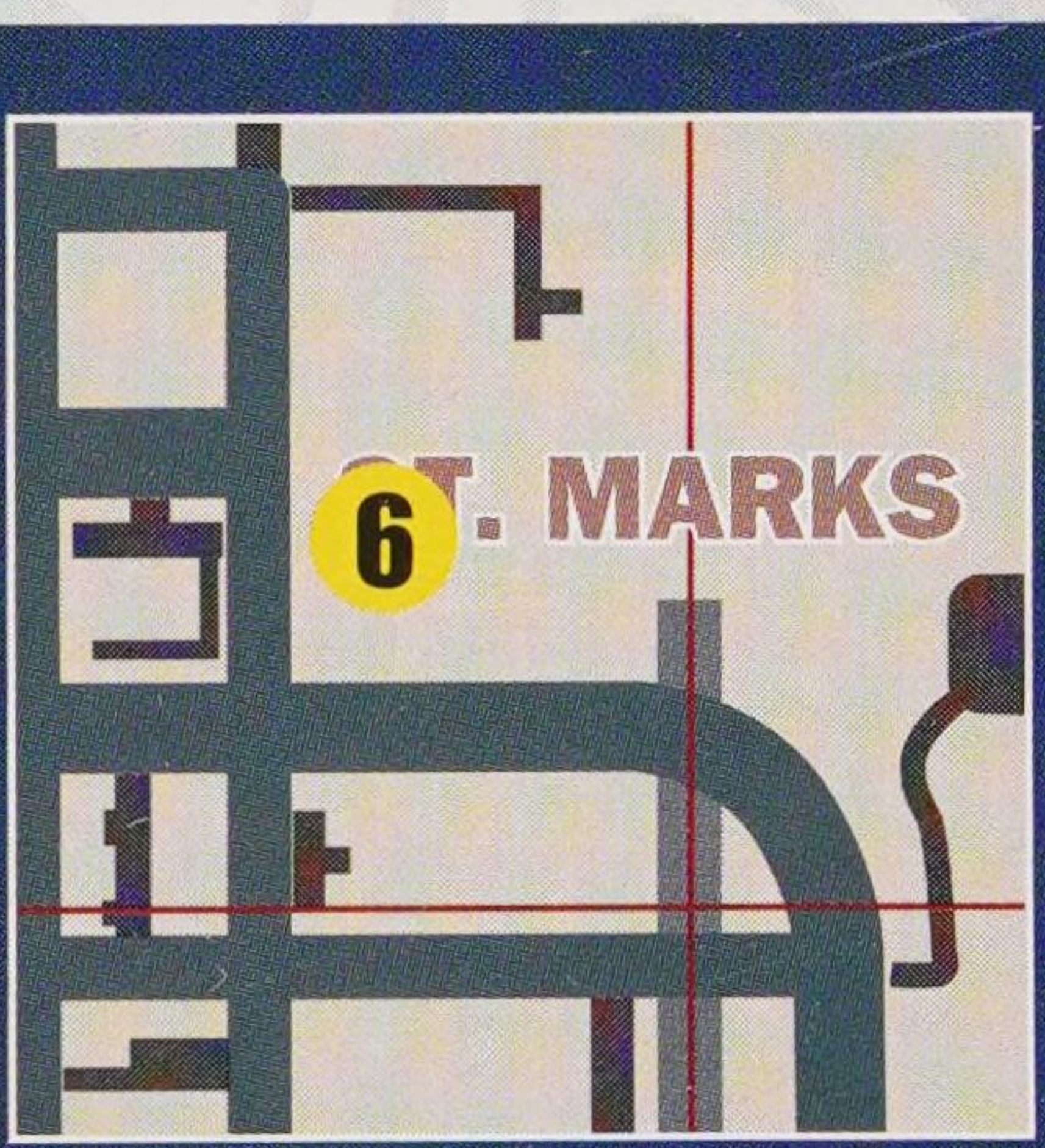
AVAILABILITY: Unlocks after completing Vincenzo third mission, Dealing Revenge.

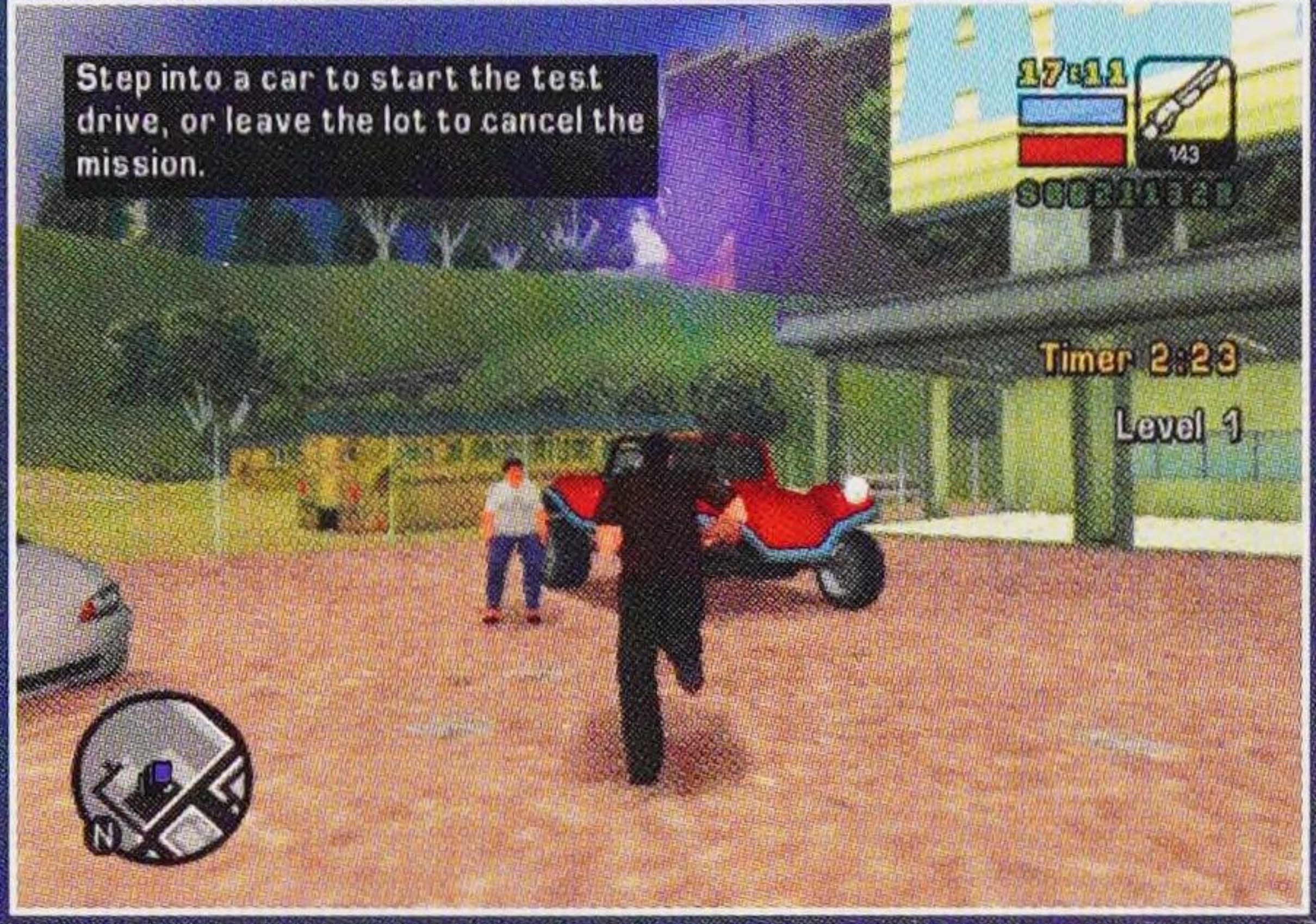
LOCATION: Auto Dealership in Saint Mark's, Portland. See number 6 on our Pastimes Map for the location of the car dealership.

RESTRICTIONS: The car lot is only open from 8:00 to 18:00.

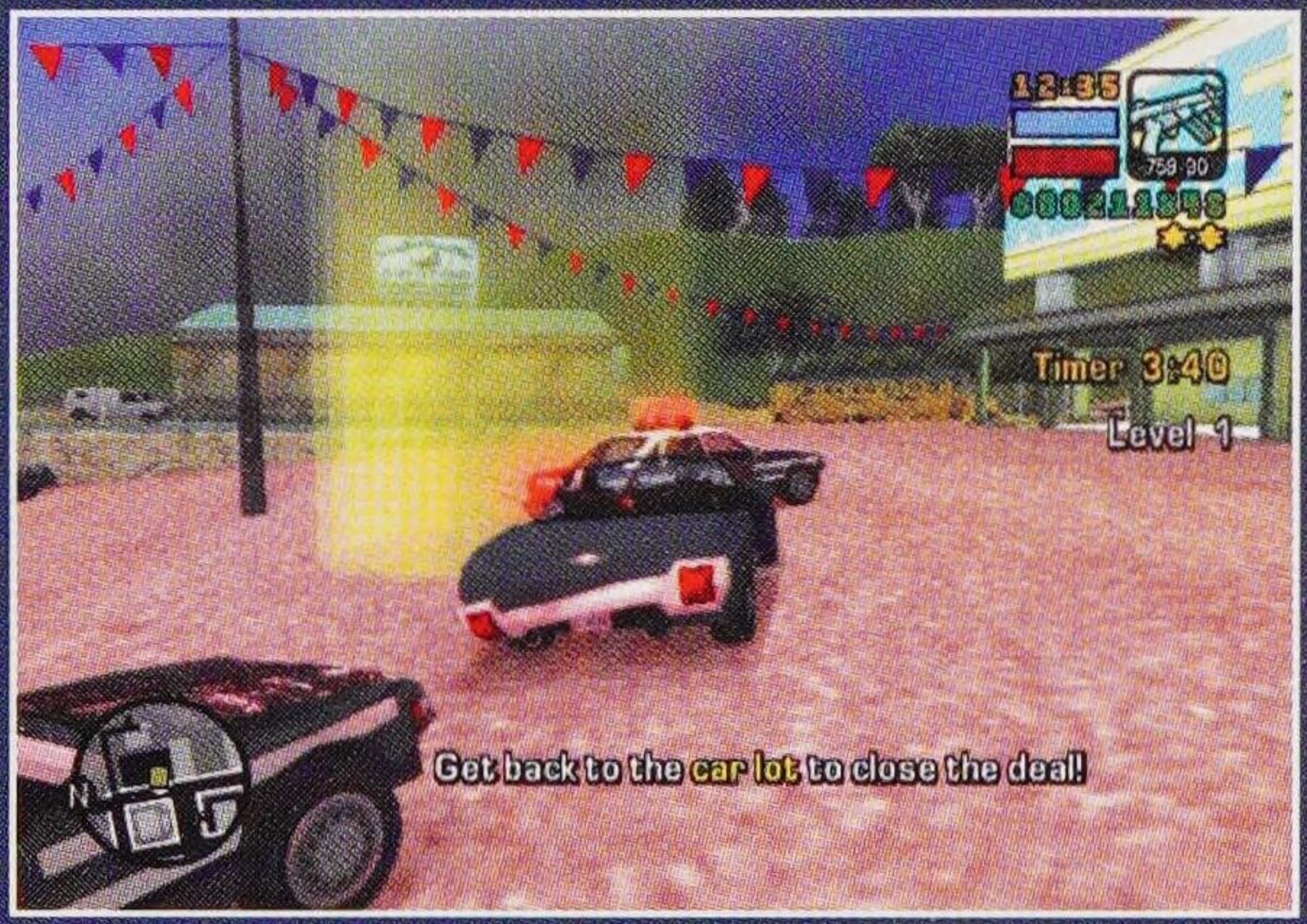
REWARD: Cash—depending on speed of sale and bonus for completing a level.

UNLOCKS: After completing level 2, the Kuruma inside the showroom is replaced with a Sentinel. Once level 4 has been completed, the Sentinel is replaced with a Hellenbach GT. Once level 6 has been completed, the showroom starts to generate extortion money for the player to collect—this also goes toward 100% completion of the game.





Step into a car to start the test drive, or leave the lot to cancel the mission.



Get back to the car lot to close the deal!

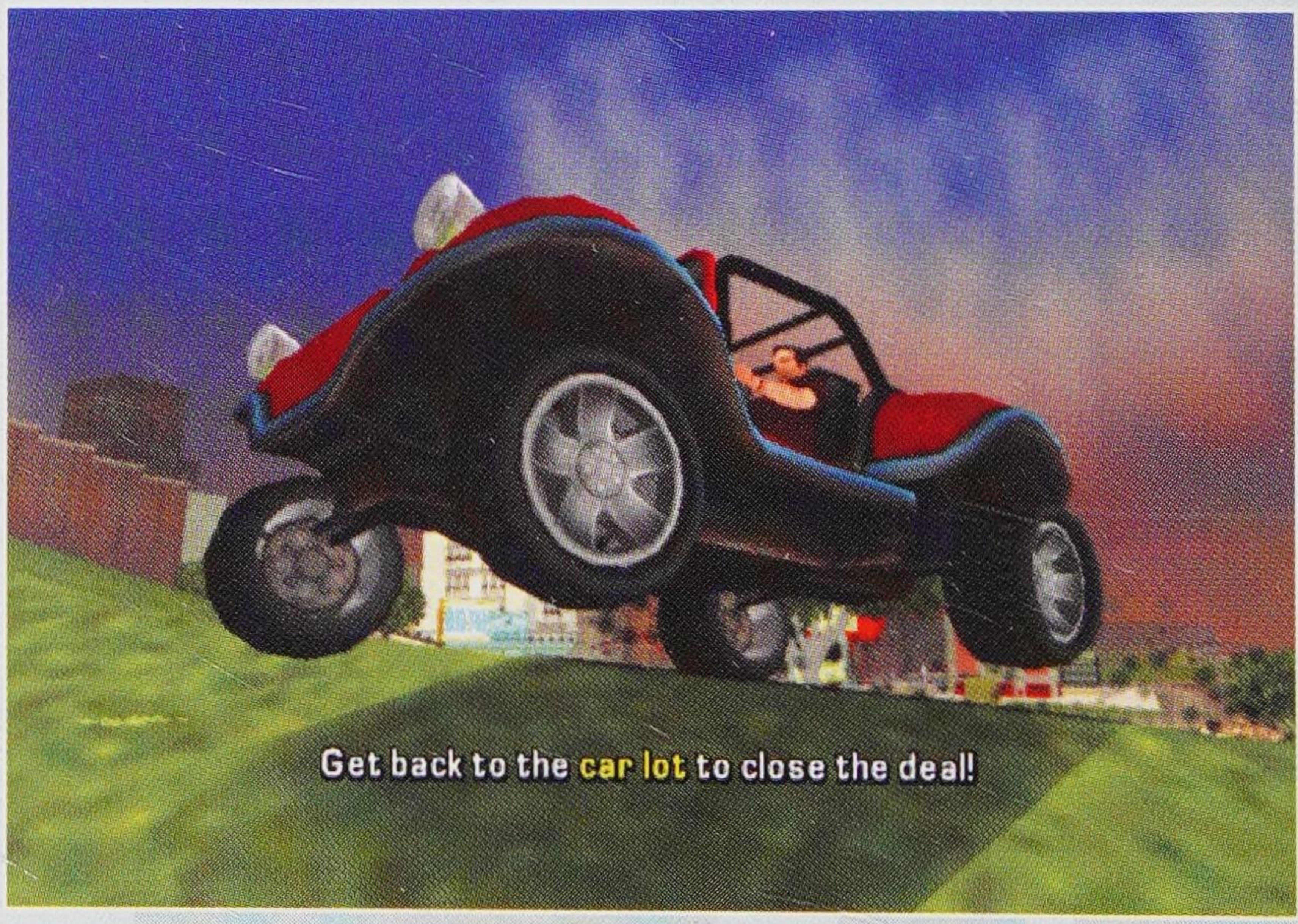
DETAILS

There are four different types of vehicles on the lot: Off-road, Sports, Family, and Muscle cars. Customers standing beside each of the four vehicle types desire what that particular vehicle has to offer. You must drive according to the customer's desires to increase their satisfaction with the car.

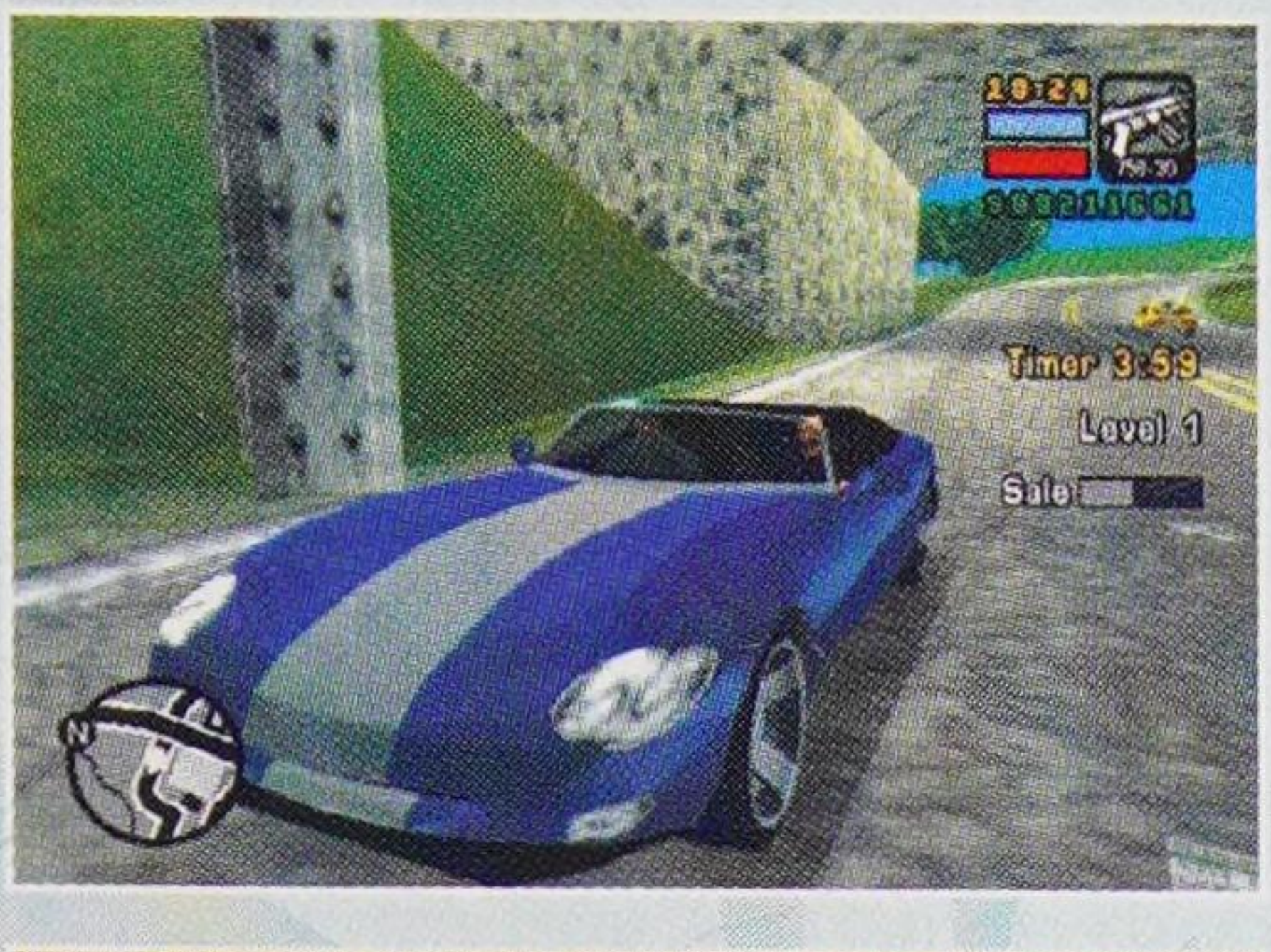
A Sales meter appears on the right side of the screen. When it fills completely by driving the way the customer requests, then the sale is all but guaranteed and you must drive back to the lot in the time allotted to close the deal. You earn a commission and a time bonus is given, which is added to the next test drive. You must make four car sales to reach the next level. If you fail to make a sale, the mission is over. This is very tough, because the customers get harder to please and easier to annoy as levels progress.

TIPS

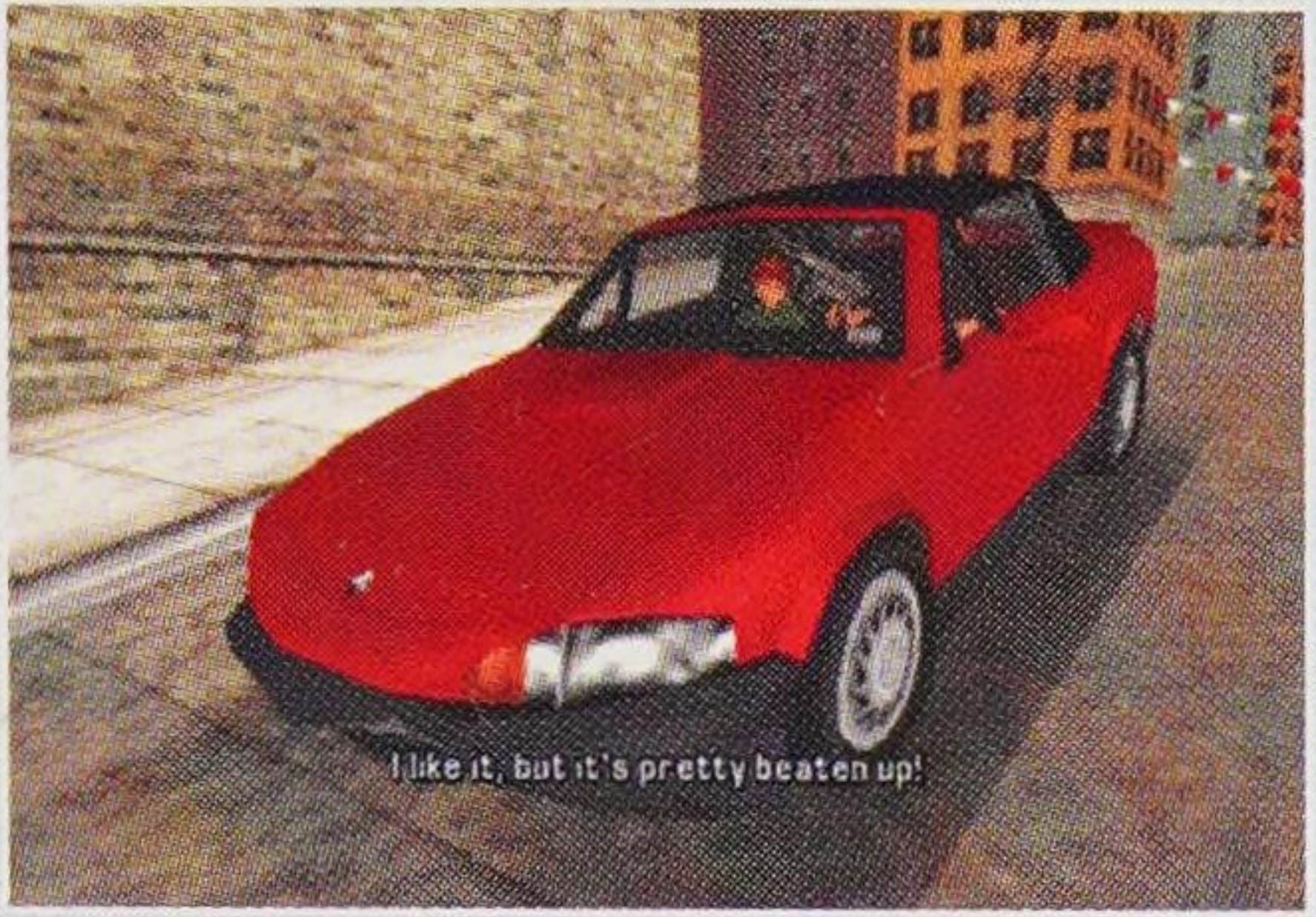
- Do not exit the vehicle during a test drive or leave the lot during vehicle selection—both will cancel the mission. There are also two ways to fail a mission: drive off the lot before the customer has entered the vehicle or fail to impress the customer.
- Off-road vehicle enthusiasts love to drive anywhere without pavement. Take them to the grassy areas around the scrap yard to the north by the car crusher and 8-Ball's. They like to go fast along the grass, spin around, climb, and get some wicked air off the sharp hills.
- Muscle car enthusiasts like to drive down sidewalks and take out pedestrians. The more pedestrians you flatten, the more they like the car. The only problem is that it raises your Wanted Level quickly, making the rest of the mission more difficult—unless you have time to hit Pay 'n' Spray or find a nearby Police Bribe.



Get back to the car lot to close the deal!



- Sports car enthusiasts like to go fast. Unreasonably fast. You must find a stretch of road that's clear of traffic, then whip up and down the street. Go too slow or dent the car and the Sale meter drains quickly. Customers do buy damaged cars, but you may have to get it repaired before returning to the dealership.
- Family vehicle enthusiasts like to go steadily slow and smooth. No rough turns, low speed, easy on the brakes, and no collisions.



NOODLE PUNK

AVAILABILITY: Anytime during the game, as long as you are not currently in a mission.

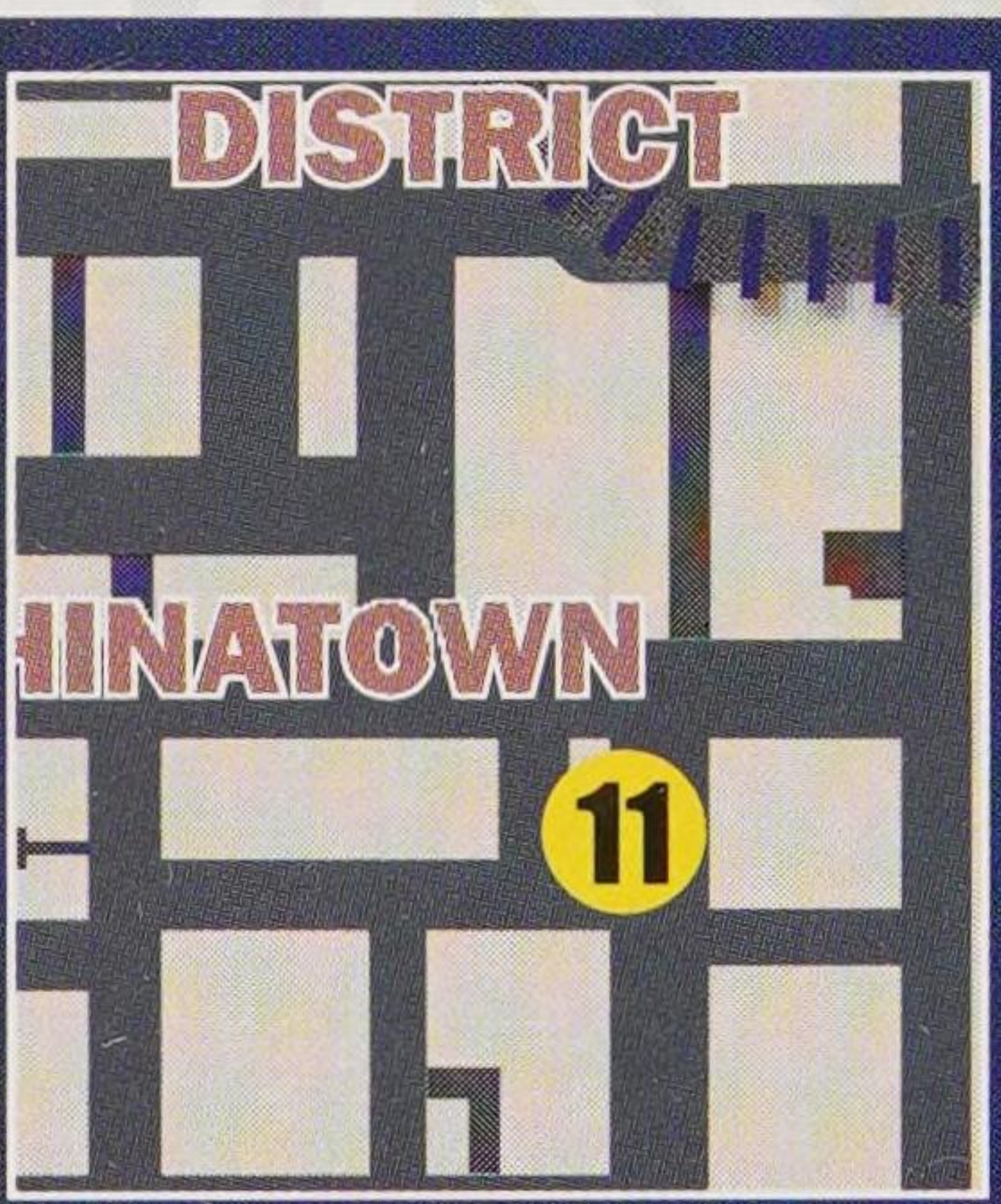
LOCATION: Get on the Noodleboy scooter that's parked at the Punk Noodles in Chinatown, Portland. See number 11 on our Pastimes map.

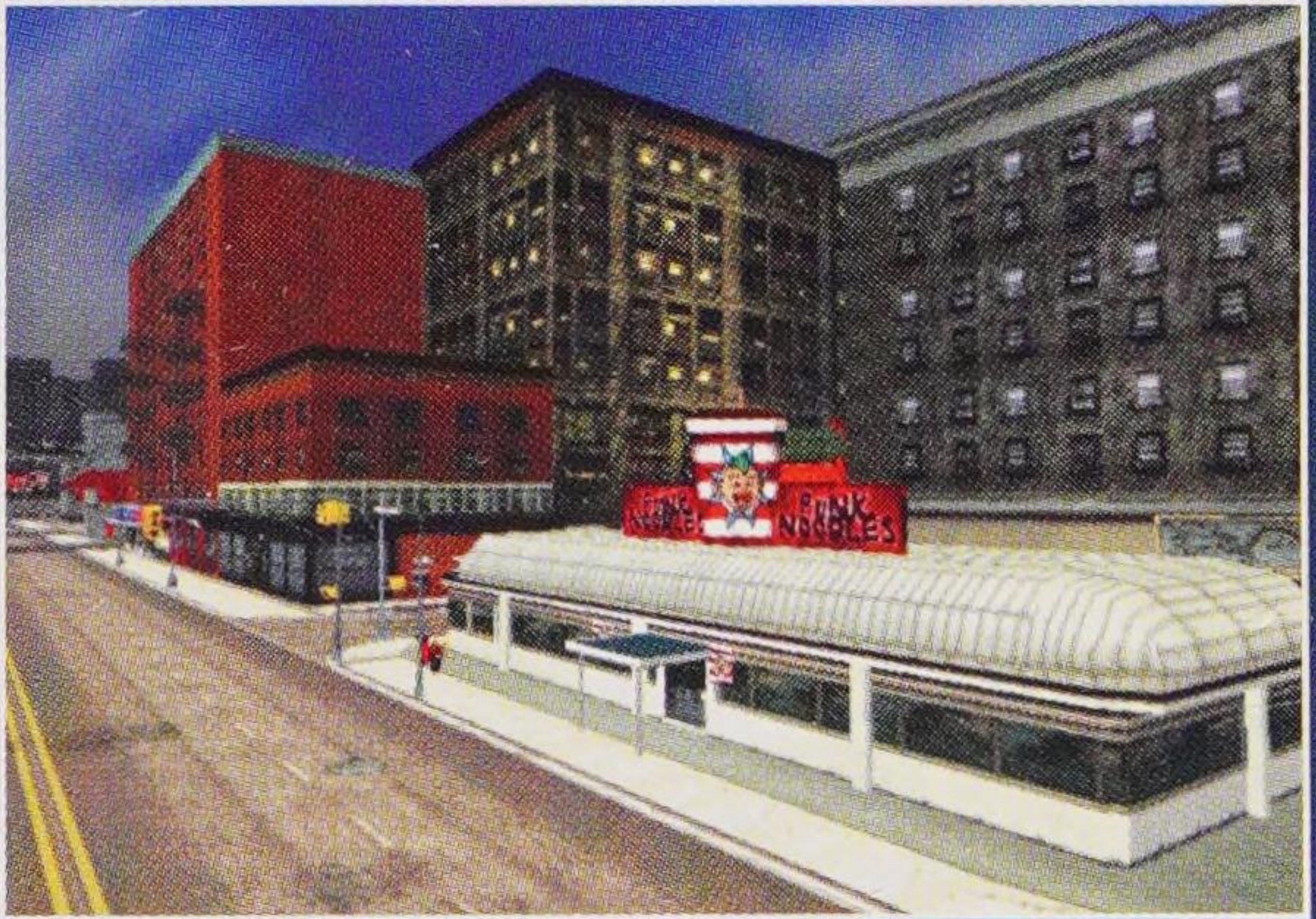
REWARD: Cash for deliveries.

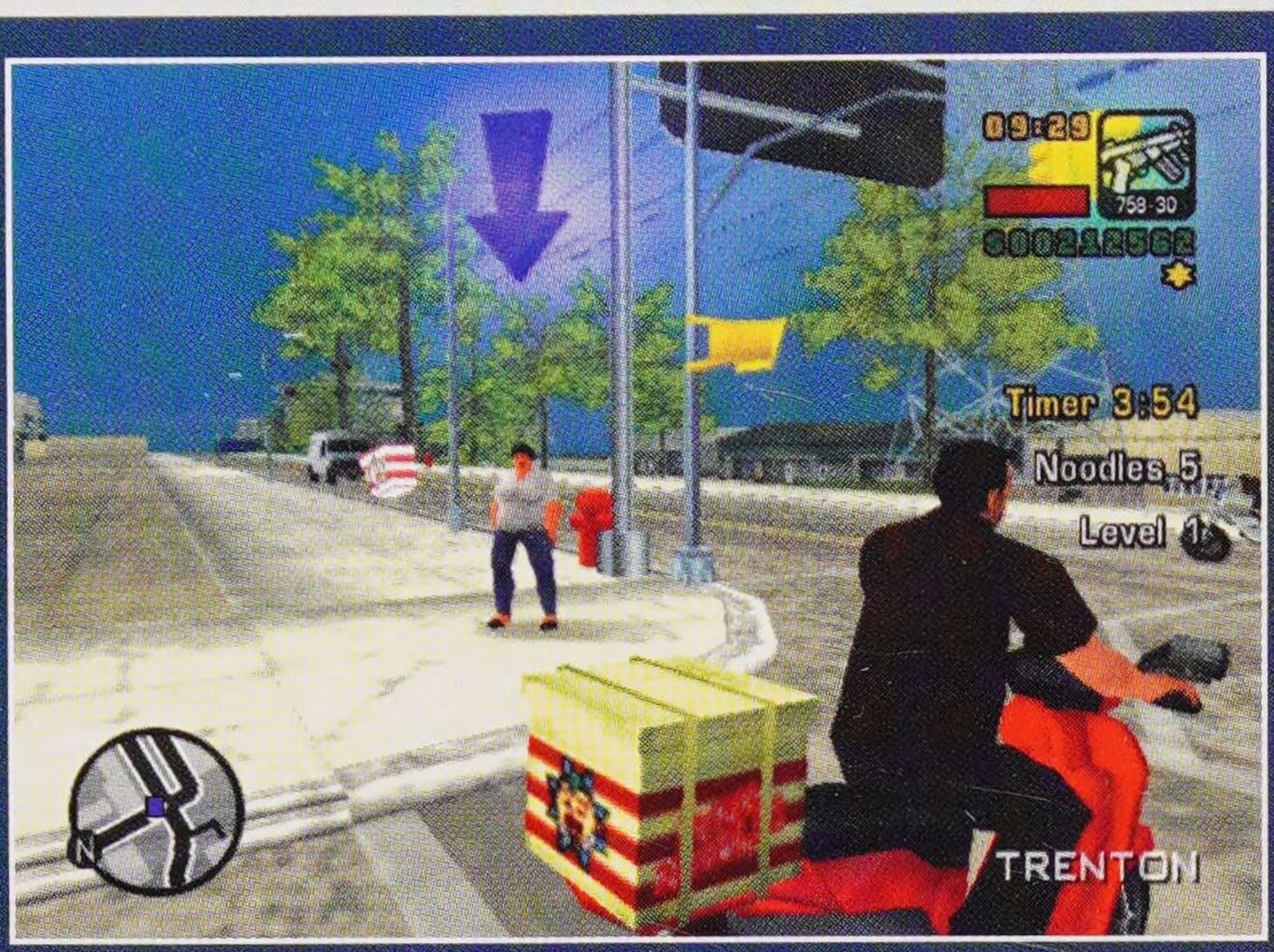
UNLOCKS: Complete 10 levels to increase maximum health capacity by 25%. Also, Punk Noodles starts generating extortion money that you can collect regularly.

DETAILS

The mission automatically begins when you mount the Noodleboy scooter at Punk Noodles. Press the R3 button twice (PSP: press Up twice) to cancel the mission (most vehicle Pastimes work this way). If you fall off the scooter, you have 30 seconds to get back on before the mission is failed.







You have six boxes of noodles aboard and four minutes on the timer. You must drive to the blue blip on the radar to find the customer. The customer appears with a blue arrow overhead. Perform a drive-by to throw the noodles to the customer, who then moves to grab the pasta if your toss is a bit less than precise.

The higher the level, the more deliveries you must make. The number of customers in a level is equal to the level number. For example: there are six customers in level 6. You can hold only six noodle boxes at a time, so returning to Punk Noodles for more noodles must be figured into your route once you pass level 6. After finishing your deliveries to the customers, return to Punk Noodle to complete the level and receive the next order. This begins the next level.

BANK OF
LIBERTY

TIPS

- Come to a stop before throwing the noodles until you become skilled at timing your throw according to your speed. You cannot perform forward drive-bys with noodles. Use shortcuts to reach the customers quicker—go off-road if it's possible and sensible.
- Do not waste noodle boxes or you'll have to go back to Punk Noodles for more if you run out during deliveries. Pause the game and study the customers' positions to figure your delivery and return routes into your strategy.
- Unlike many Pastimes in *Grand Theft Auto 3*, you do not receive bonus time for deliveries in this one. Each level must be completed in 4 minutes and 20 seconds.
- Press slightly forward on the Left Analog Stick (PSP: Analog Stick) to make Toni lean forward (not stand up) for an aerodynamic speed increase. It's nothing compared to a forward lean speed increase in a PCJ-600, but it still makes a difference.

RC TRIAD TAKE-DOWN

AVAILABILITY: You can enter the Toyz in the Hood van and begin this mission anytime during the game, as long as you are not already in a mission.

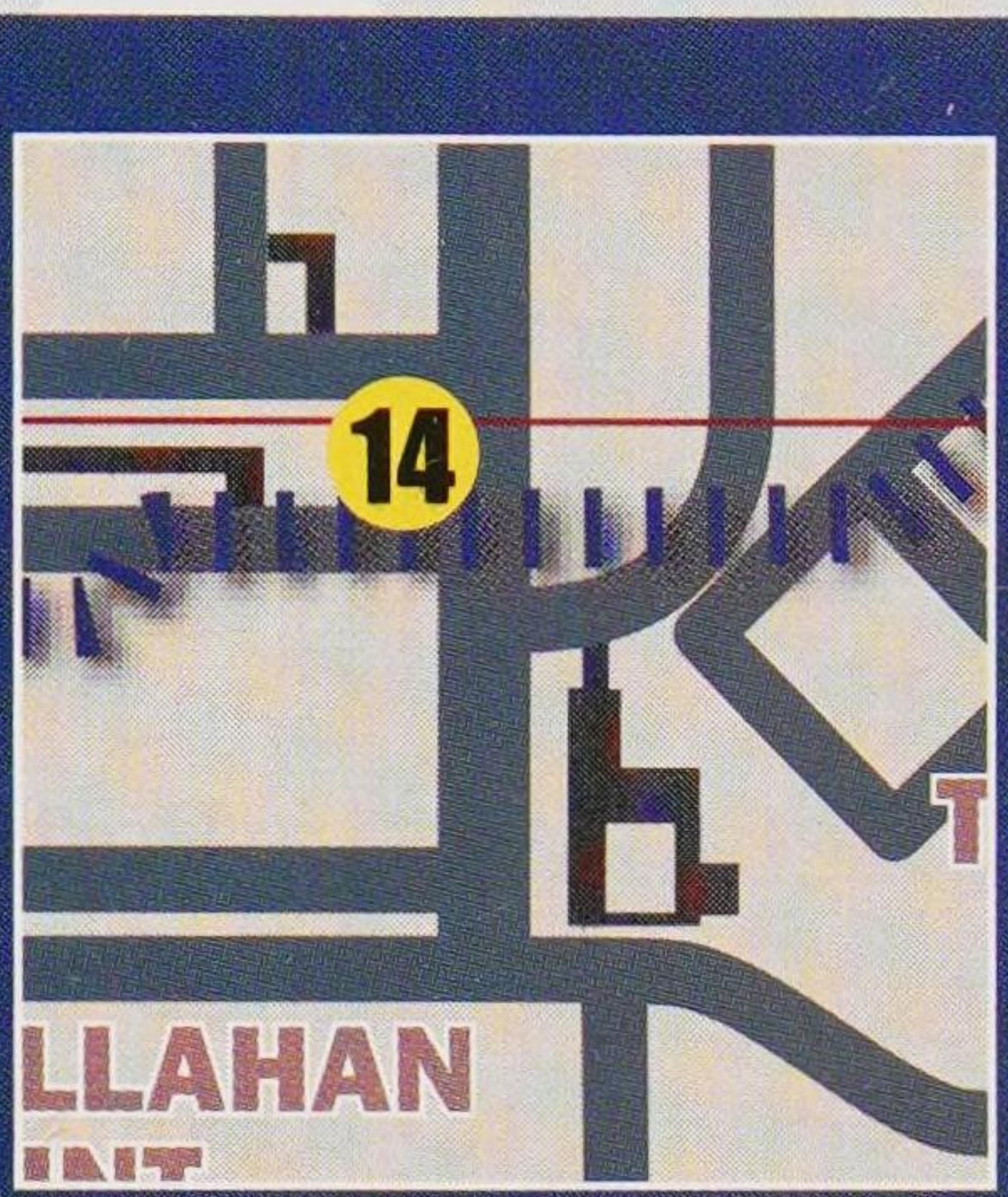
LOCATION: On a corner in Chinatown, Portland. See number 14 on our Pastime map.

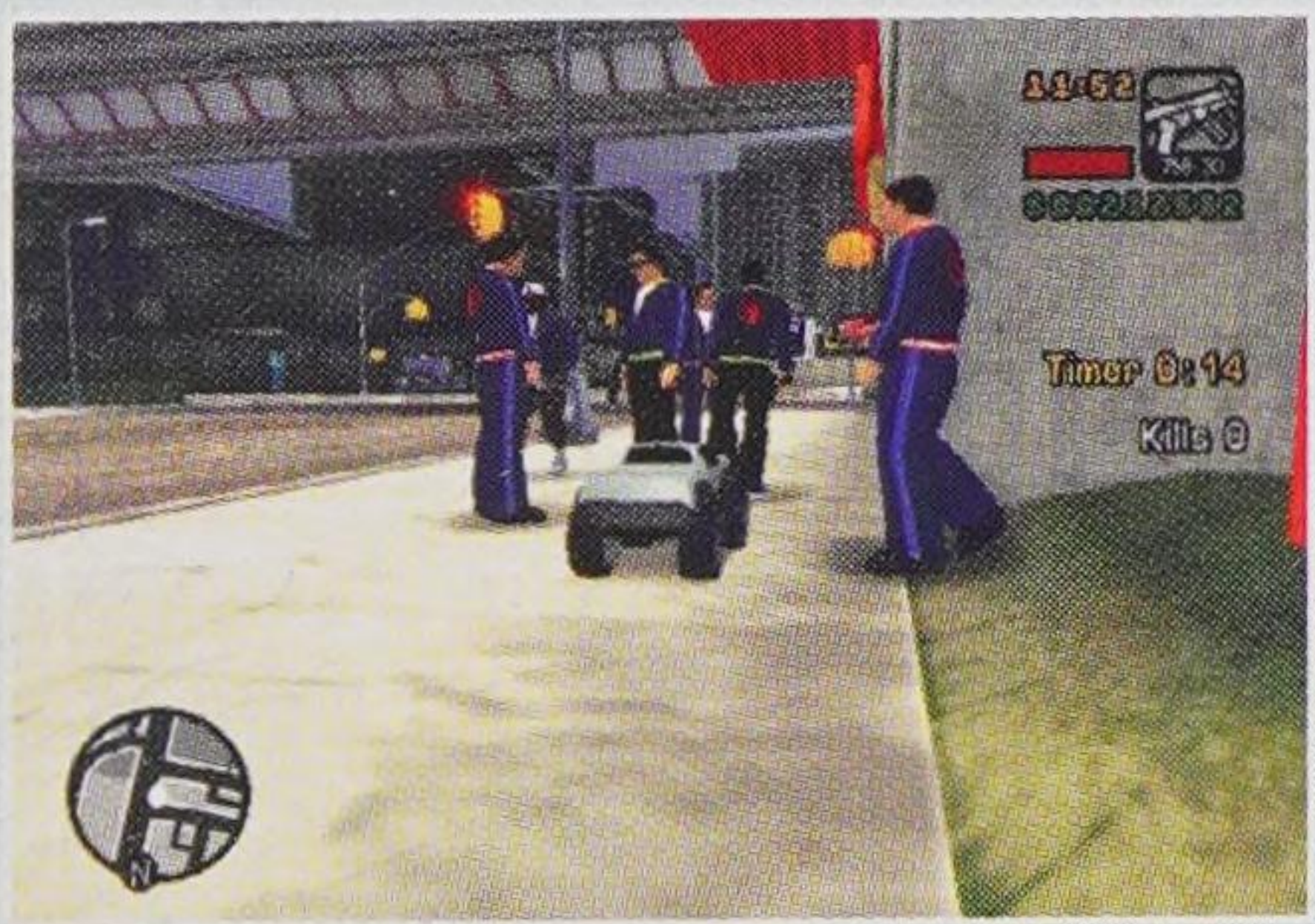
REWARD: $1,000 for the first time you beat the mission, then $5,000 each time you beat your own high score (starts at 20, then whatever your previous best was).

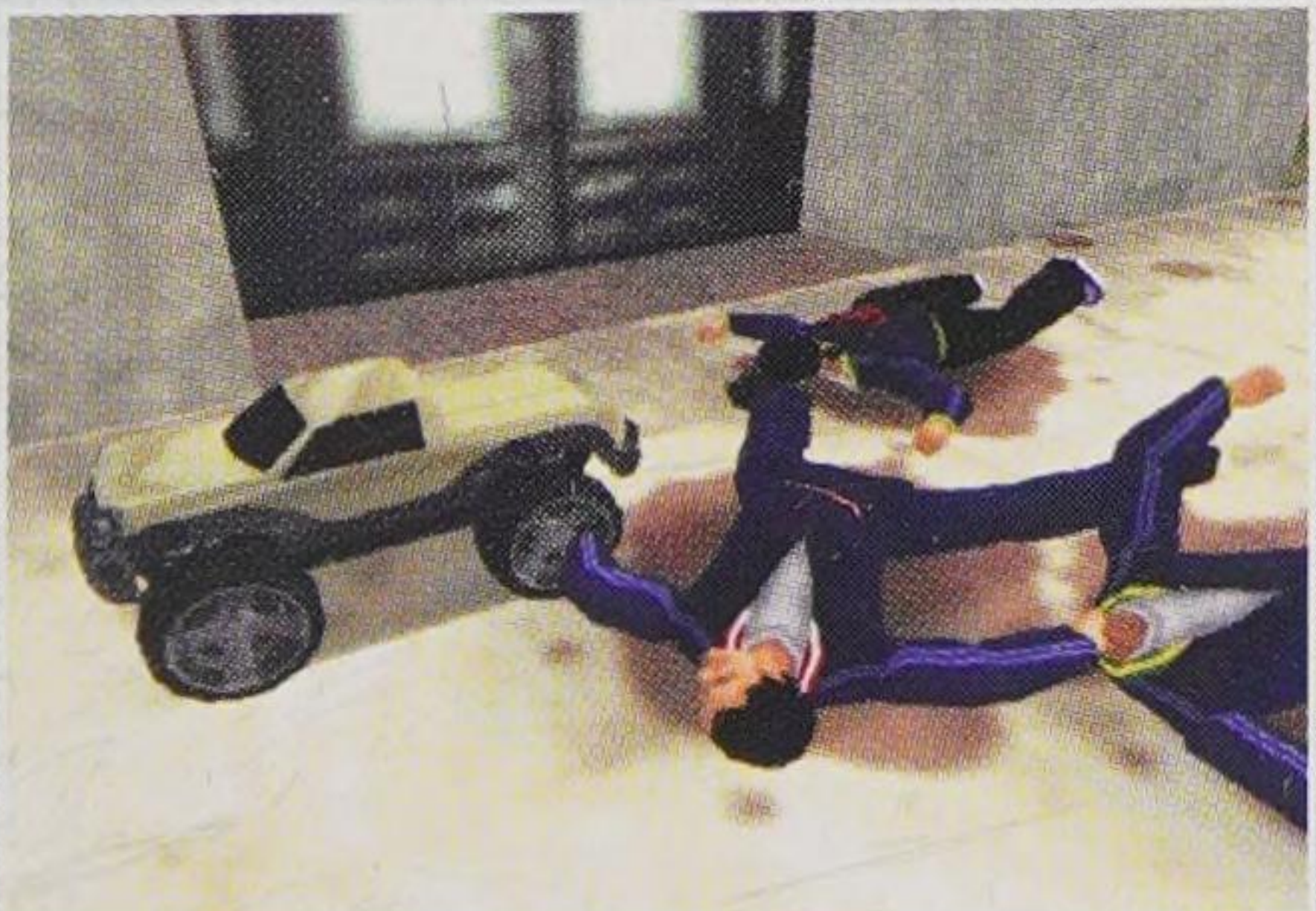
UNLOCKS: Completing this mission goes toward 100% completion of the game.

DETAILS

You must kill as many Triads as possible within the time limit using exploding RC cars. You start with 30 seconds and are rewarded five bonus seconds per kill. Kill over 20 Triads to complete the mission. Drive the RC truck around the area looking for Triads (on foot) and press ◉ to detonate the RC truck.







TIPS

- First, you must identify your target. Triads are gangsters who wear black pants and blue jackets. The jackets have yellow trim and a red emblem on the back. You'll find them walking around the streets of Chinatown. To consistently find Triads, turn left down the street from the starting position.
- When you have cleared this street to the left, turn left down the street from the starting position again, then turn right into the barricaded Chinatown market. In these alleyways, you can find plenty of Triads. Alternate your Triad hunting between the market alleyways and the surrounding streets around the Toys van. Blow the RC truck up when you're at the feet of a group of Triads.

SCRAPYARD CHALLENGE

AVAILABILITY: Anytime during the game, as long as you are not currently in another mission.

LOCATION: The parked Sanchez at car crusher Scrapyard in Portland. See number 3 on Pastimes map. The Sanchez is leaning up against a gray shack.

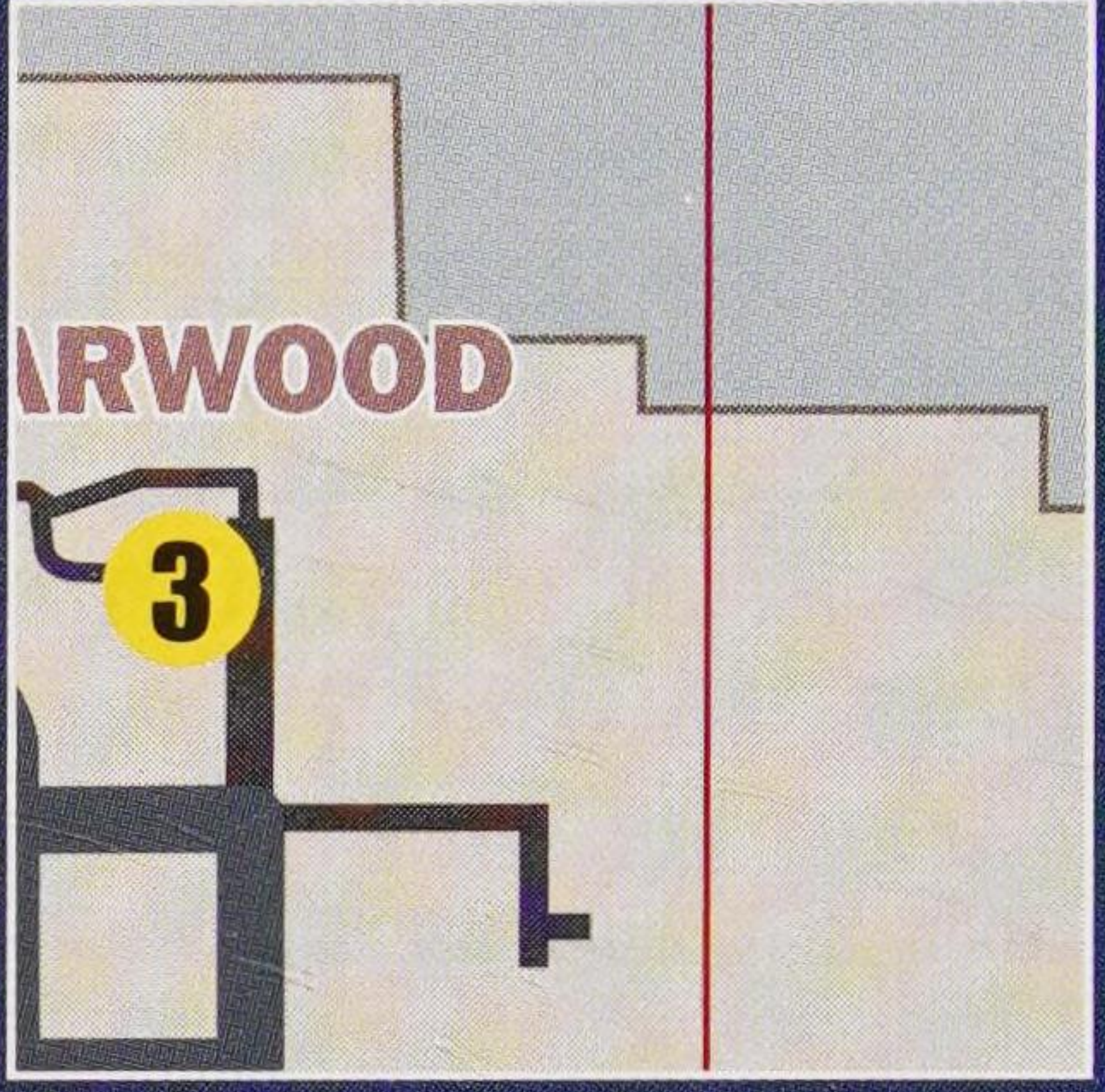
REWARD: Initial cash reward.

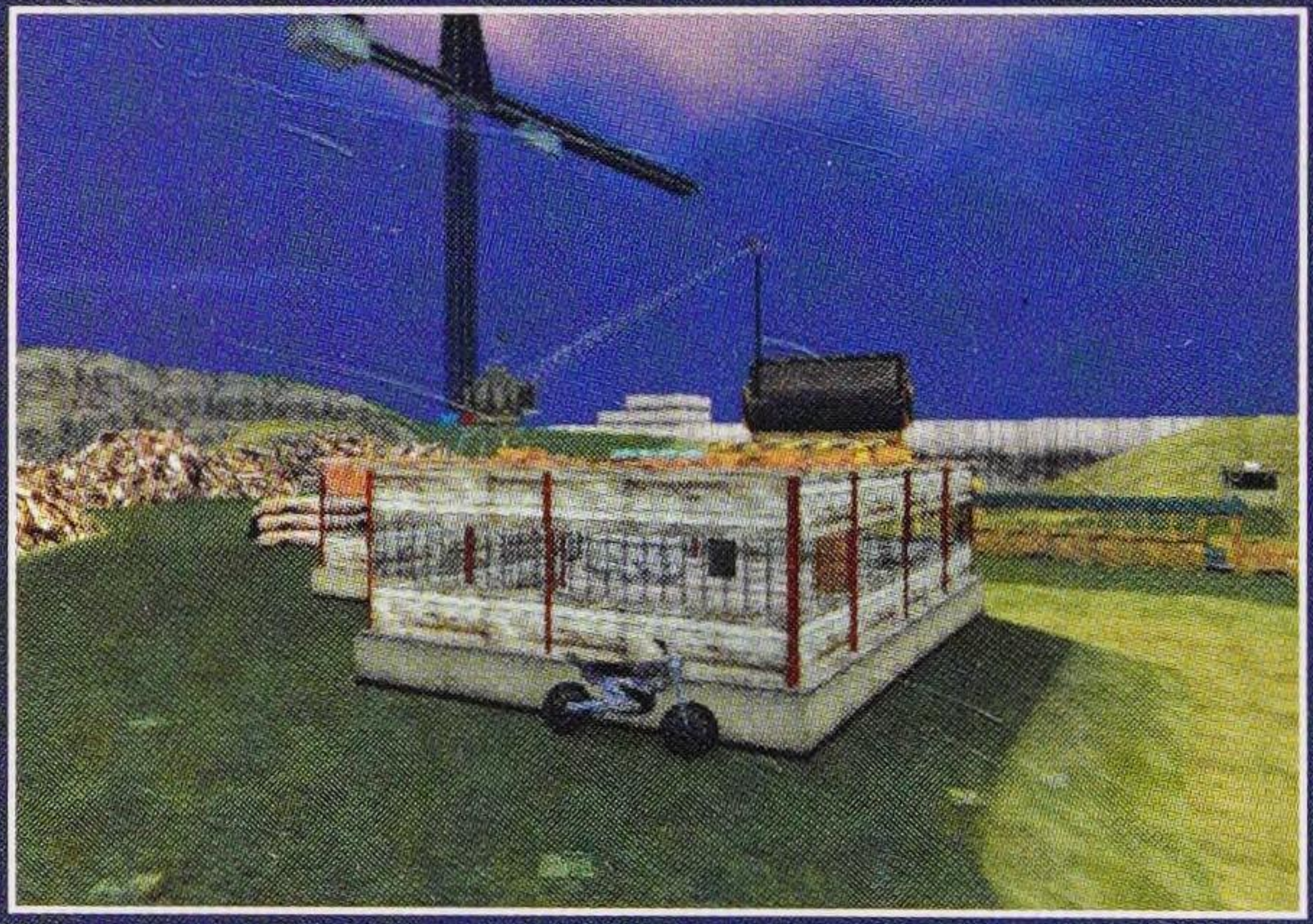
UNLOCKS: Beat the high score of 20 points to increase the amount of money made from crushing vehicles in the Car Crusher.

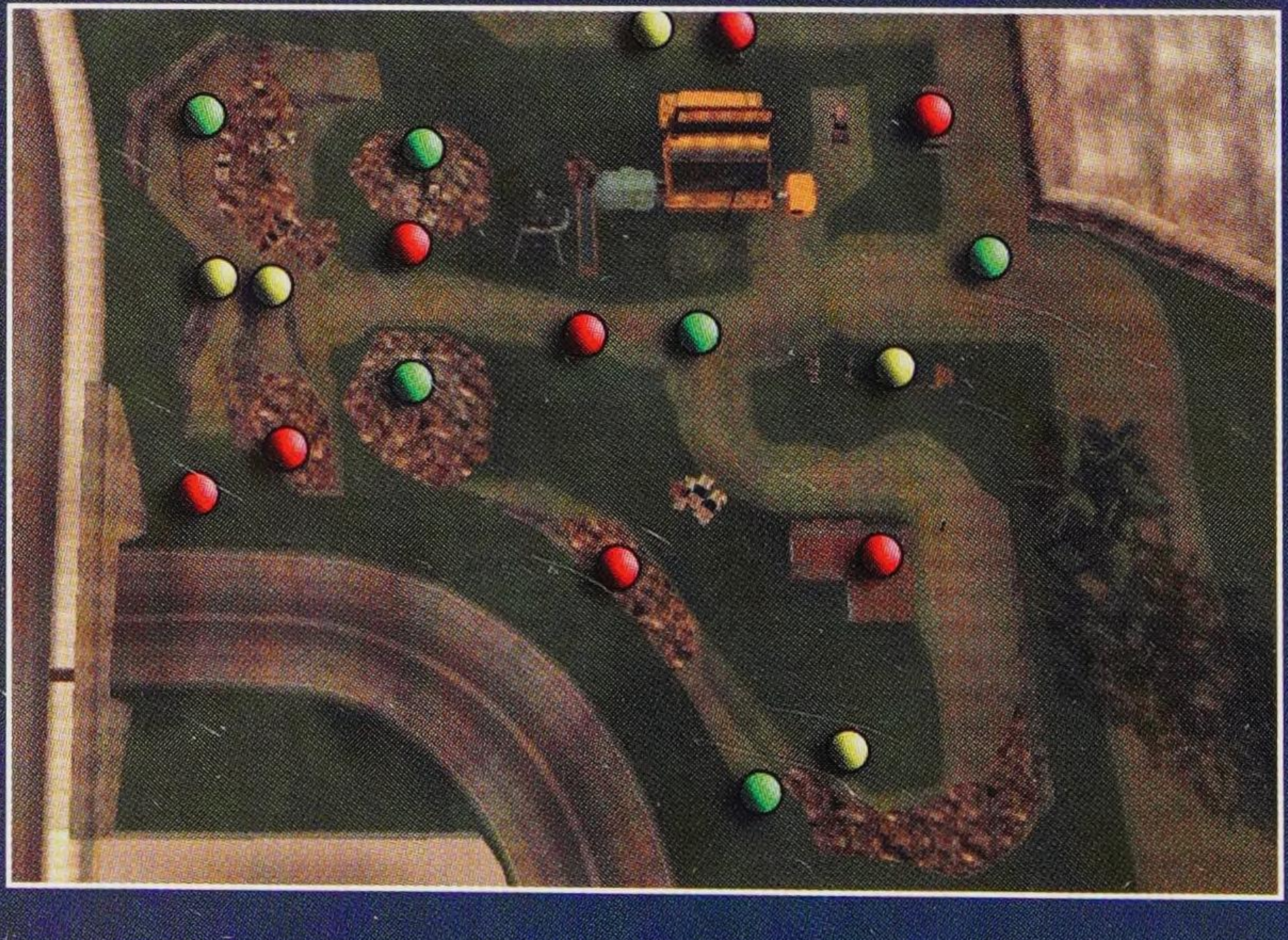
DETAILS

To begin this mission, mount the parked Sanchez (dirt bike) beside the gray building in the scrapyard in Portland. You must collect as many points as possible in the time allotted.

Drive through the coronas to collect points. One point is awarded for collecting green coronas, two points for amber, and three points for red. The coronas are arranged around the junkyard so that the hardest ones are in the most difficult to reach places.

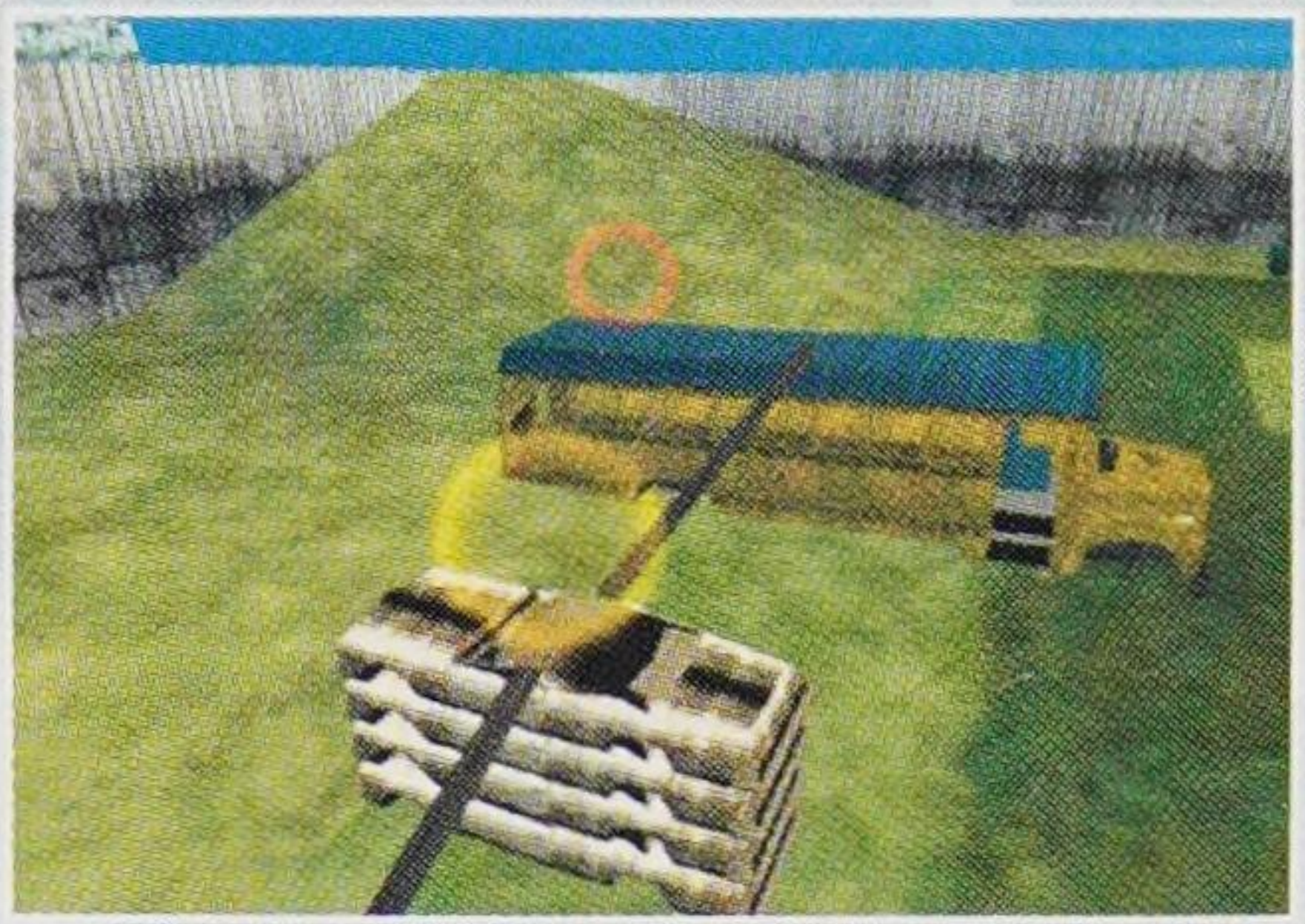






TIPS

- The red coronas are difficult to reach, which is why they're worth what they are. Just getting a few of these is worth the effort and makes your goal much easier to reach. Study our overhead corona map and you can pretty much see what you need to do to get to them. It's all about trial and error.
- Use the entire challenge time just to practice getting to some of the amber and red coronas. Once you can get to a few quickly, take the challenge again. Start with the difficult ones and spend the rest of the time scooping up green coronas until you've beat the 20 point high score.



SCOOTER SHOOTER

AVAILABILITY: Anytime you mount this particular Faggio, as long as you are not currently in another mission.

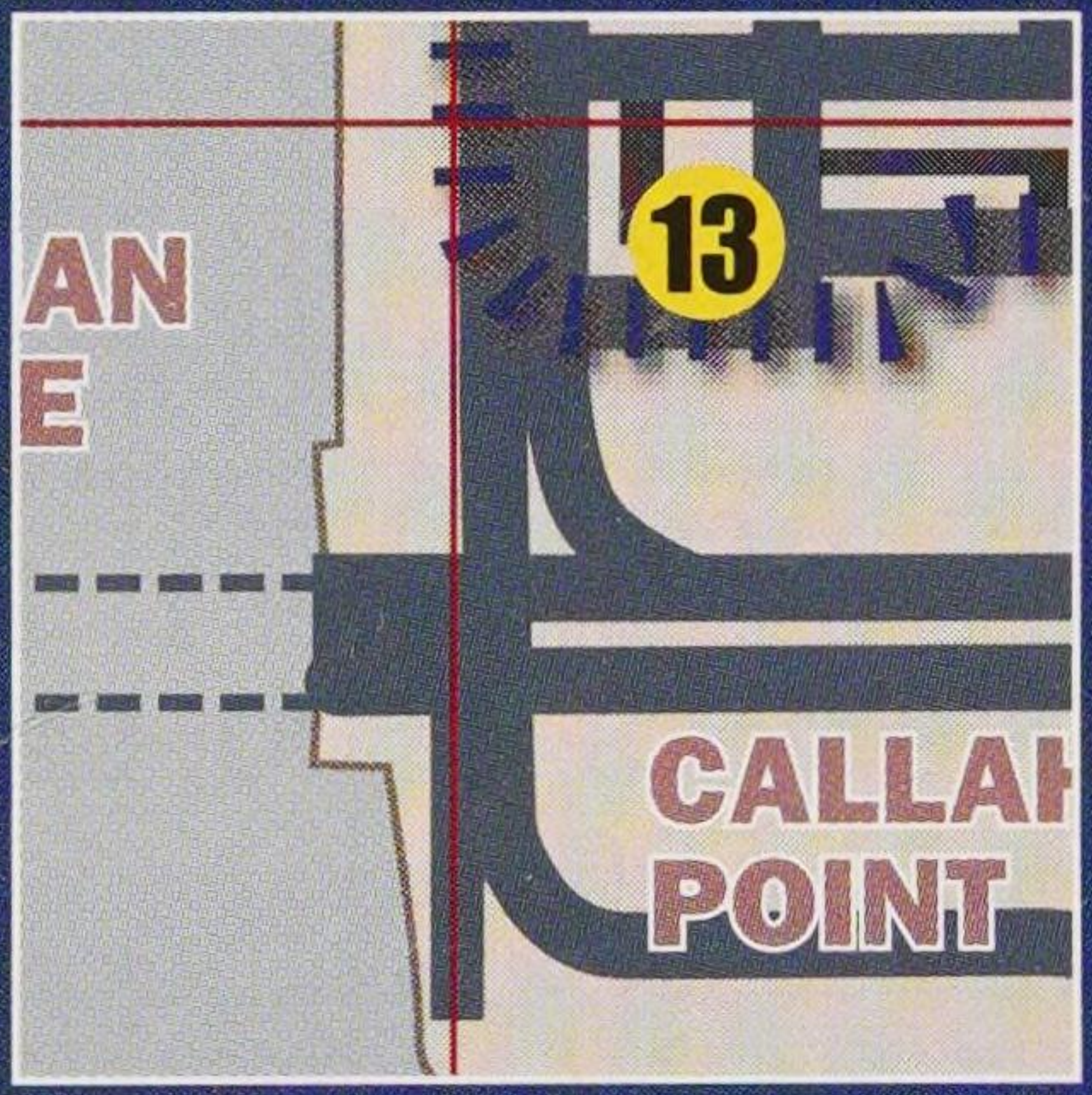
LOCATION: The parked Faggio in the alley with stairs leading to the helipad rooftop in Chinatown, Portland. See number 13 on our Pastimes map.

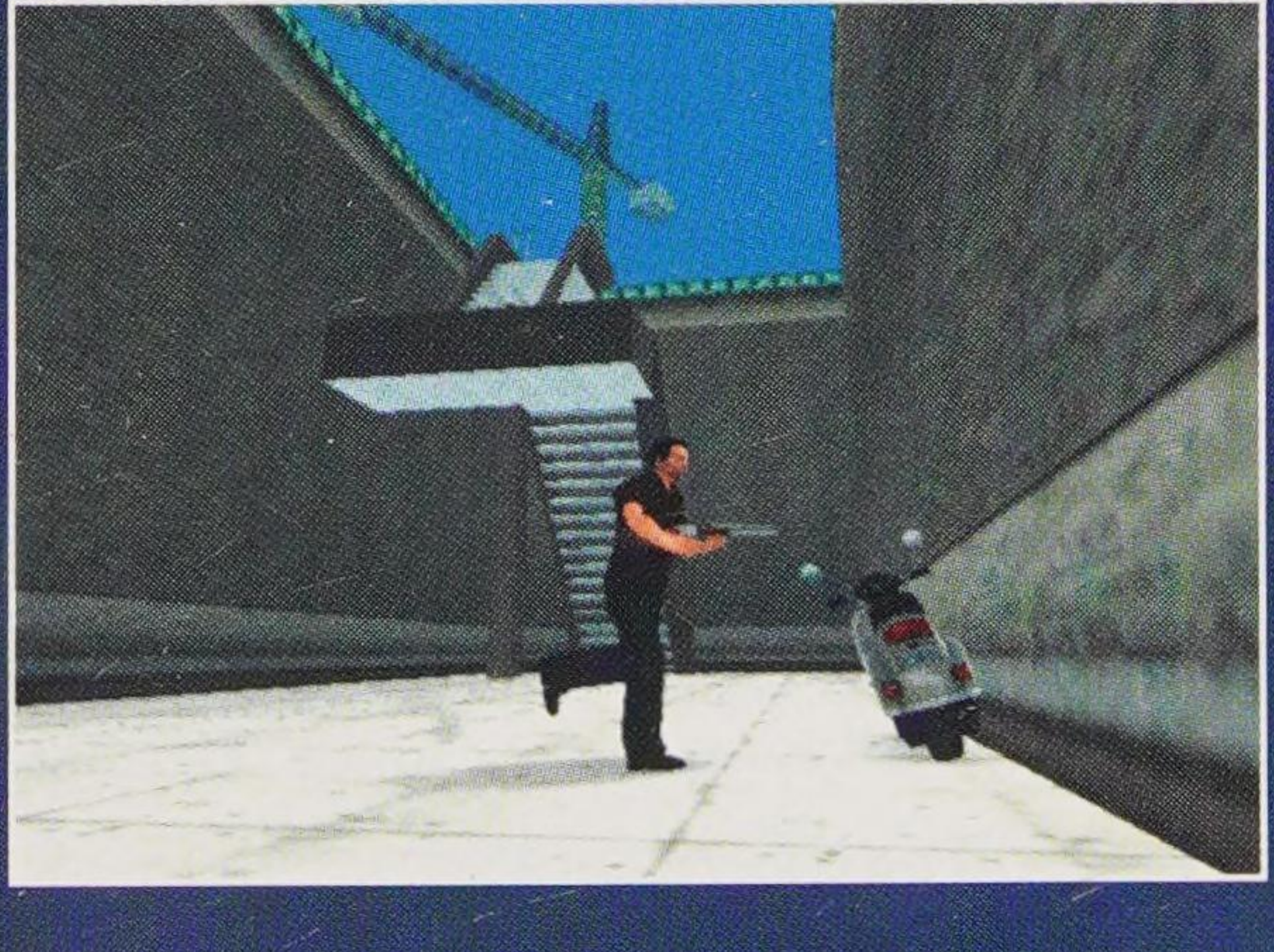
REWARD: Cash made by eliminating targets. This amount increases with each target.

UNLOCKS: Goes toward the 100% completion of the game.

DETAILS

This is very similar to the *9MM Mayhem* mission, but this time you're on a Faggio, not a Freeway. Just as in *9MM Mayhem*, you have three Adrenaline pills for increased aiming ease; press the R1 button (PSP: press the R button) to use Adrenaline.





TIPS

- See *9MM Mayhem* tips.

SLASH TV

AVAILABILITY: Slash TV is unlocked after completing Vincenzo's final mission, The Portland Chainsaw Masquerade. The Overalls are unlocked at your safe house after this mission and you must have this outfit to play.

LOCATION: On the Cargo Ship in Portland. Enter the yellow marker outside the same door you entered in The Portland Chainsaw Masquerade. See number 17 on our Pastimes map.

RESTRICTIONS: You can only enter the cargo ship between the hours of 18:00 and 05:00 while wearing the Overalls outfit. To unlock the Chicken Outfit, you must complete this mission twice.

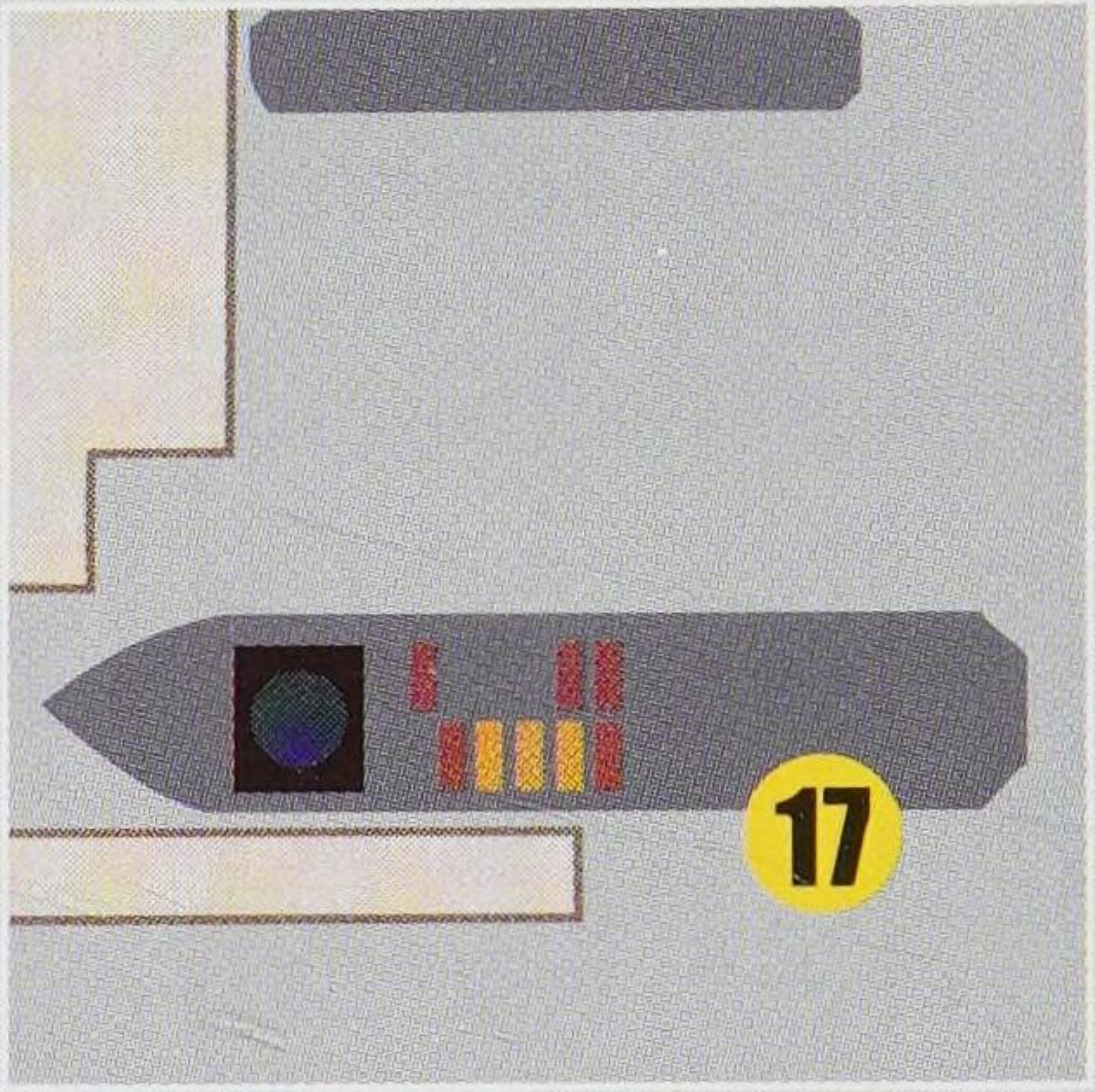
REWARD: Cash rewards. Level 1: $100; Level 2: $300; Level 3: $500; Level 4: $700; Level 5: $1,500.

UNLOCKS: Chicken Outfit

DETAILS

Enter the cargo ship between the hours of 18:00 and 05:00 wearing the Overalls, which come with a complimentary hockey mask, then enter the door with a yellow marker. Head all the way down into the cargo hold to begin the mission. This button also turns the mission off.

You must kill the chainsaw-wielding contestants that come at you from doorways in all corners of the room. As levels progress, more waves of opponents are spawned. Dead opponents drop money, health, chainsaws, or armor.



TIPS

- Begin this mission with full Health and Armor, packing an M4 (or M60) with lots of ammo. Stand in the middle of the cargo hold and watch the red blips appear on the radar. These dots represent the chainsaw psychopaths. If you're standing in the center of the room, you can see them on the radar before they enter the large chamber.

- Your auto-targeting system can target the psychopaths before you actually get a visual of them. So target and shoot into the corners where you see red on the radar. When they get too close for comfort, run away and veer around crates. This forces all the psychopaths to fall into line behind you as they chase you. Create distance, then stop, turn, auto-target, and shoot. Shuffle through your target selections and keep firing. When they get close, rinse and repeat.

- In later missions, you may find it easier to begin a level in a corner and immediately eliminate the opponents that come out of one door. This buys you time—time it takes for the remaining opponents to cross the room. Fire at targets over low crates. Pick up Health and Armor when it is dropped. These items disappear over time.

WONG SIDE OF THE TRACKS

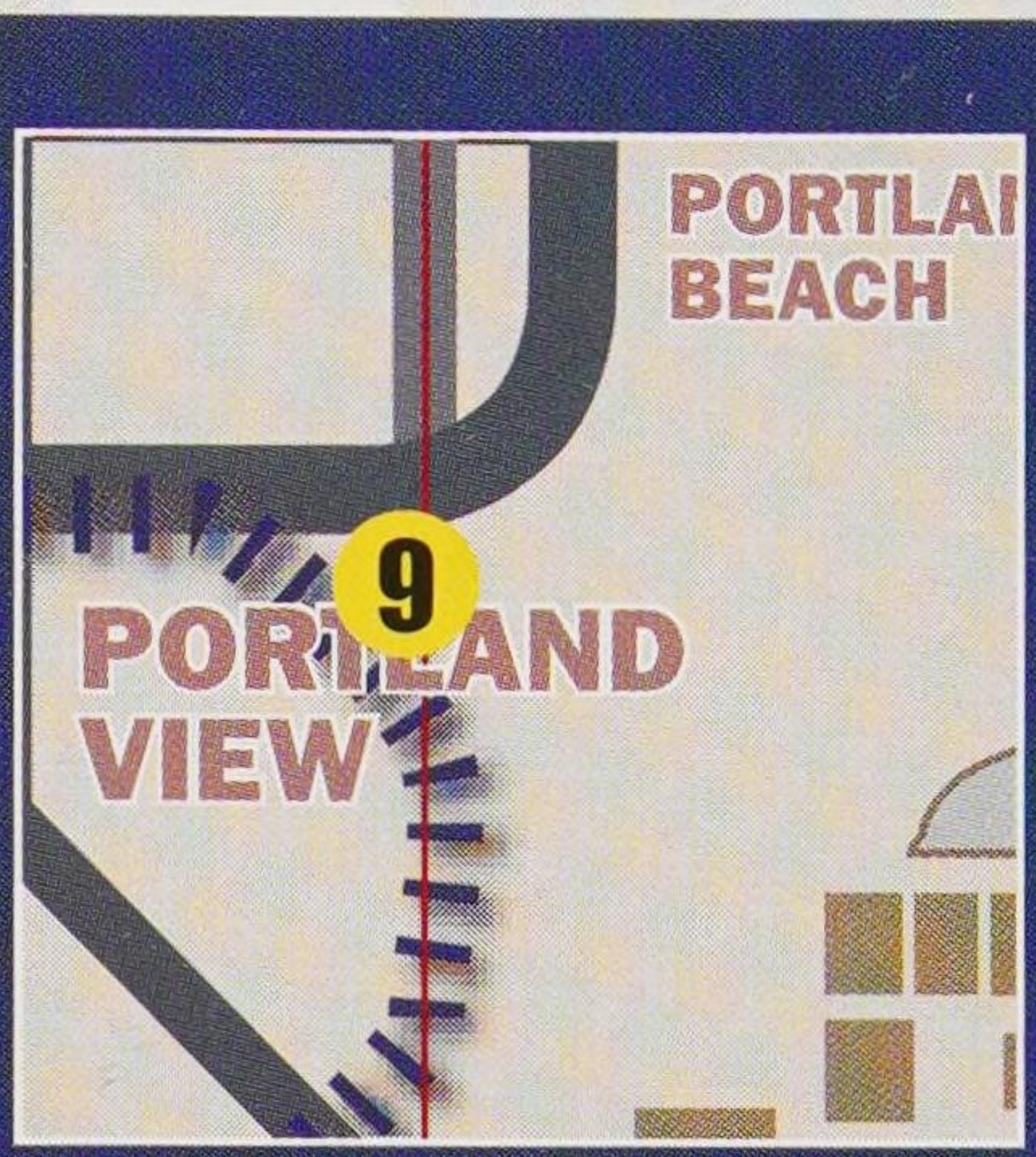
LOCATION: Sanchez parked on the elevated El Train station in Portland View. See number 9 on our Pastime map for exact location.

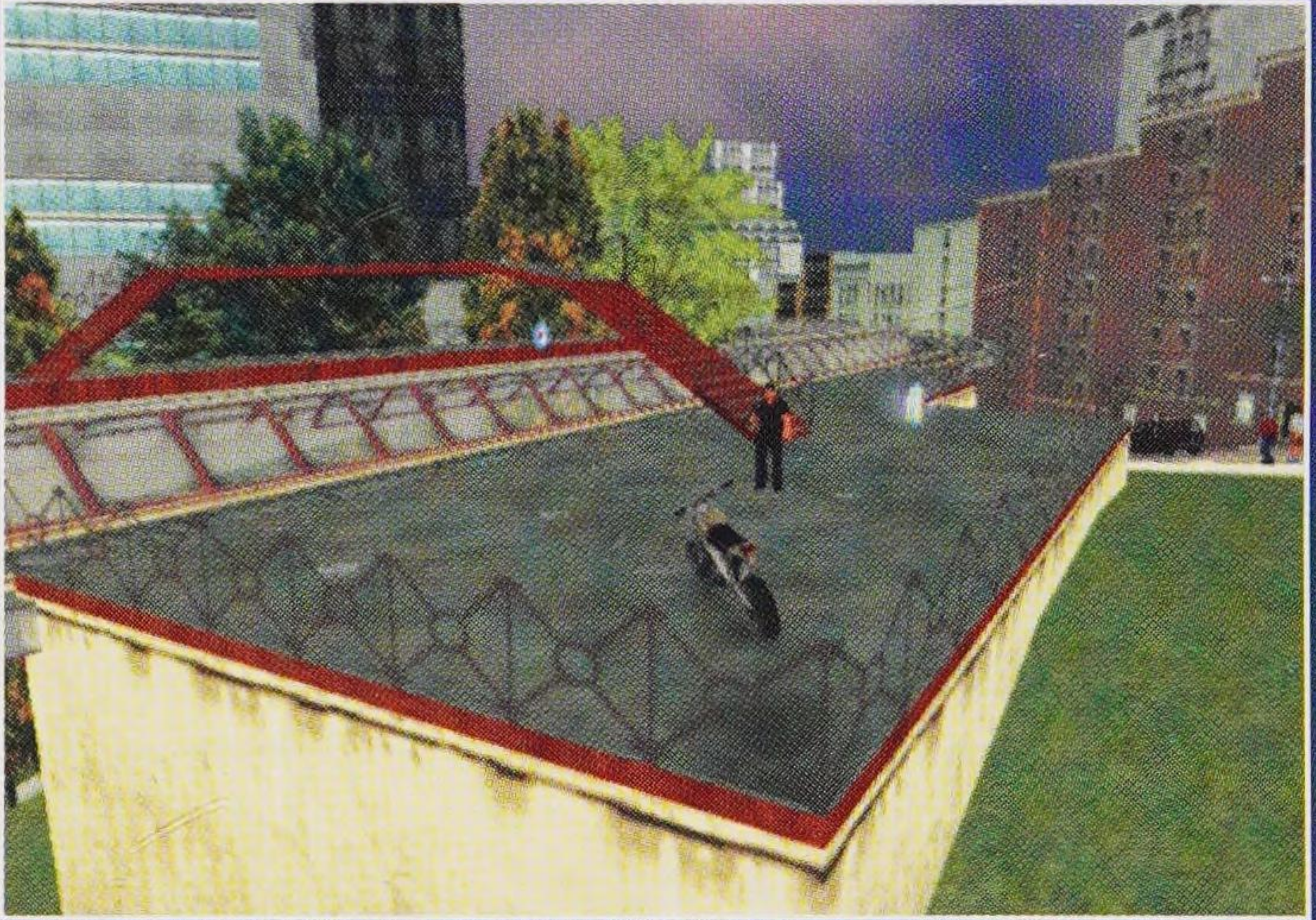
REWARD: Cash reward—$1,500 each time you complete the course.

UNLOCKS: Completing this challenge goes toward the 100% completion of the game.

DETAILS

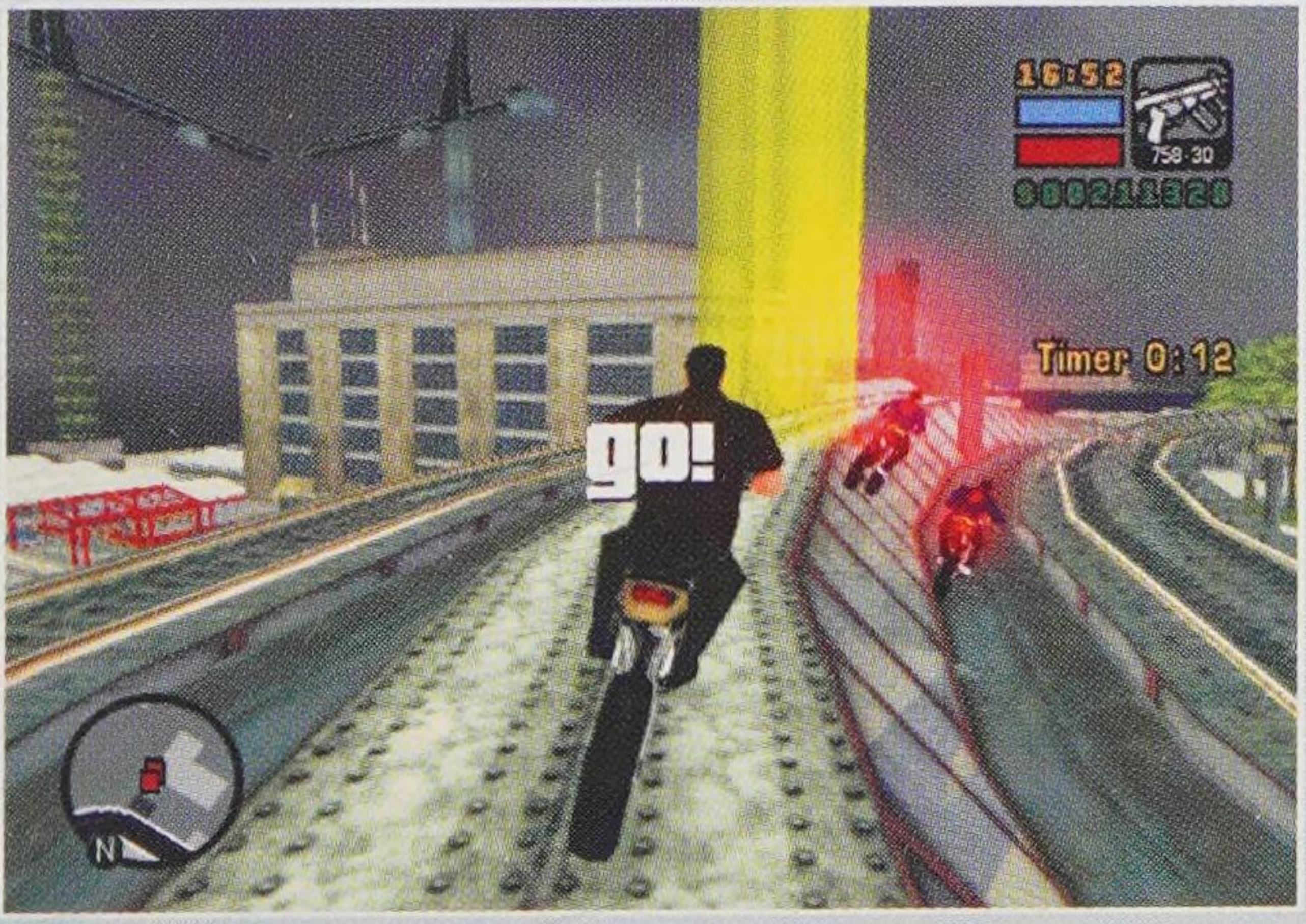
Get on the Sanchez on the El Train station in Portland View. The mission begins immediately. You are placed on the center of the El Train track, facing south. Three Wong brothers are on Sanchez bikes behind you from the start of the race. You must pass through all the checkpoints spread along the El Train track and make one complete lap around the entire El Train track. You start with a mere 15 seconds on the clock, but you get 10-second time bonuses for each checkpoint you hit. If you leave the El Train track, you fail the mission.





TIPS

- Don't worry so much about the Wong brothers behind you; if you drive like you're required to win the race, then they will be left in your dust. If they get next to you, carefully run them off the track.



- Try to stay in the center of the track as much as possible; this keeps you safe from El Trains. It helps to use the slanted sides of the track, which make up the center rise, for banking the turns. Use the embankments like you're in a NASCAR race. This keeps you on the track while maintaining a considerable amount of speed as you round the turns. Make one complete trip around the El Train track to win.

STAUNTON ISLAND

Staunton Island is the "uptown" of Liberty City. This is where you can see businessmen and women driving their expensive sports cars and SUVs to their jobs in one of the many spectacular skyscrapers. Toni has a spacious apartment here. It's conveniently located in the heart of town, near a Pay 'n' Spray and one of 8-Ball's bomb shops.

A neighbor between the above mentioned shops and Toni's apartment owns a PCJ-600 and often leaves it unattended in his garage. Such temptations for a neighbor like Toni!

Ammu-Nation currently stocks AK-47s, Sniper Rifles, Grenades, Micro SMGs, and Armor. Besides this fine establishment, you can also shop at Fully Cocked, owned and operated by the "completely armed" Phil Cassidy. You cannot buy any of his weapons until later, though.

The Callahan Bridge is operational, but still very hazardous, and the elevator bridge to Shoreside Vale is completely impassable. The Ferry is running between Portland and Staunton and the subways are in motion. Enjoy your stay.

SALVATORE LEONE (CONT. FROM PORTLAND)

Sal calls after completing *Driving Mr. Leone*. He doesn't trust the lack of privacy on cell phones and then calls you on the public phone near the courthouse.

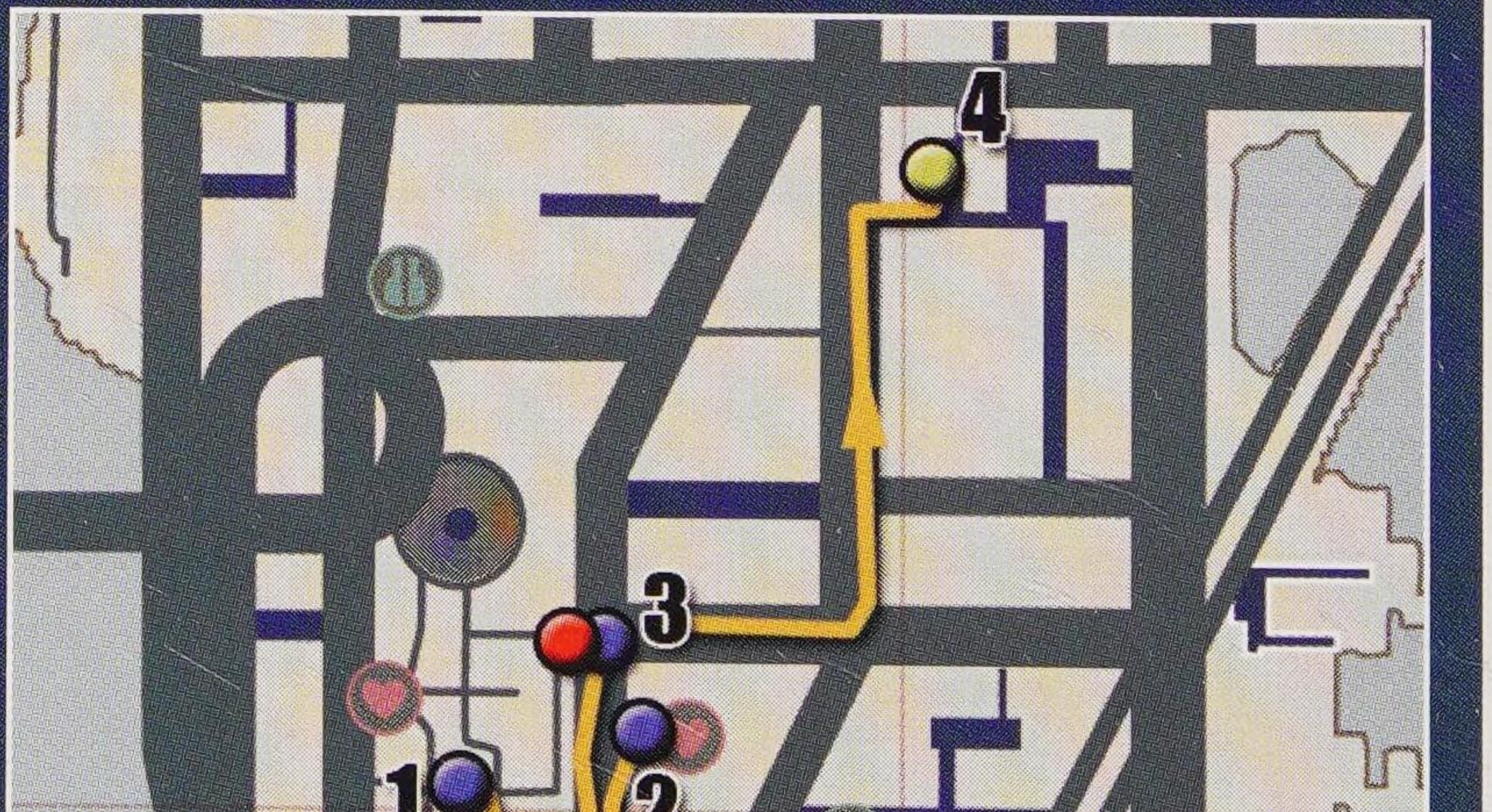
A WALK IN THE PARK

REWARD: $1,500

UNLOCKS: Making Toni

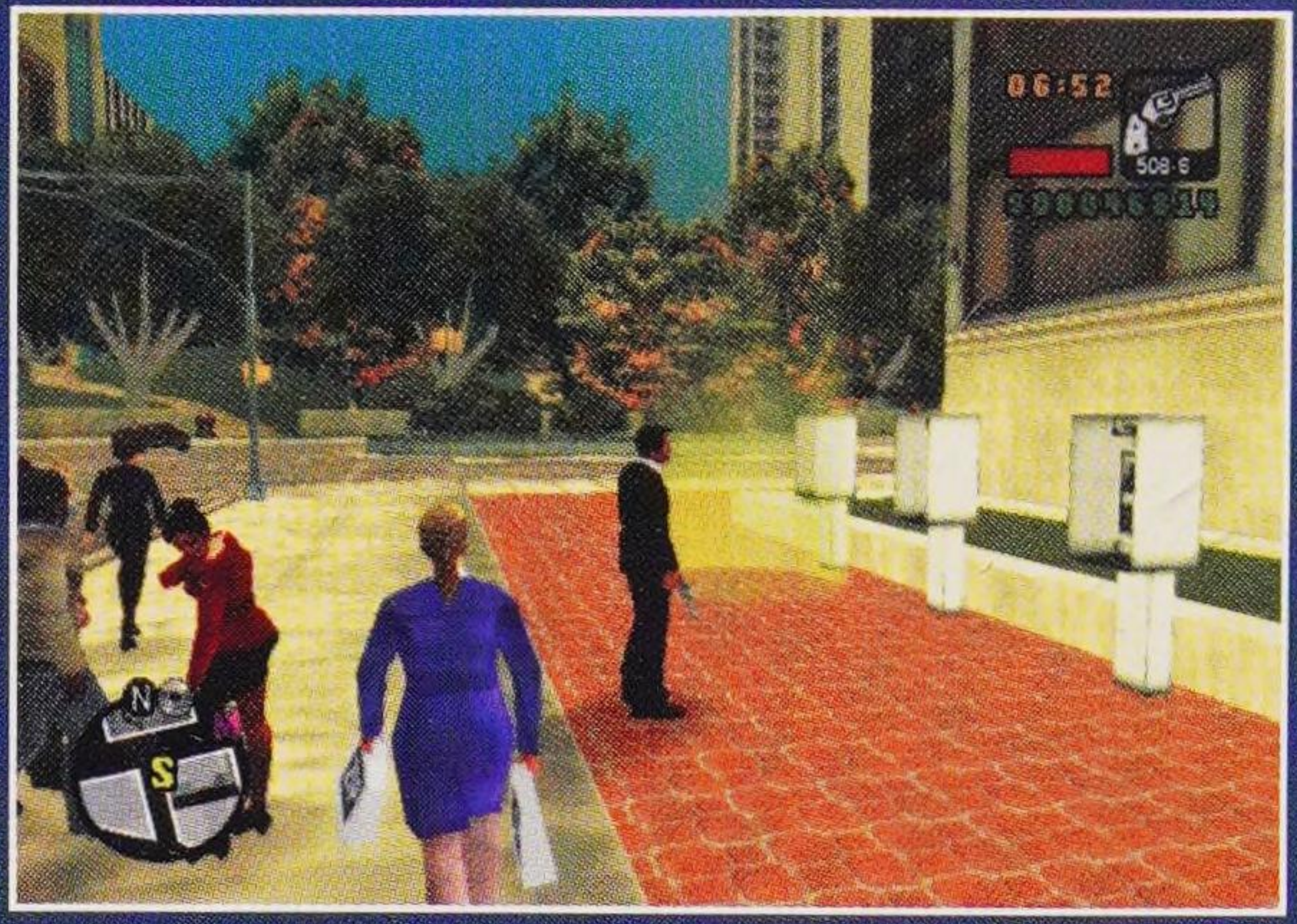
OTHER UNLOCKABLES: Radio message announces that Paulie's Revue Bar is now Sex Club Seven.

SALVATORE wants Mayor R.C. Hole taken out of the equation. He's taking a run in the park today and wants you to waste him and get his phone to find out who he's been talking to.



KILL MAYOR R.C. HOLE AND RETRIEVE HIS PHONE.

Setting foot in the park while holding a weapon gets you an automatic one-star Wanted Level, and the mayor will escape to a Sentinel parked on the east side of the area **(3)**. Once in the Sentinel, a pursuit around the city begins. If you enter the park in a vehicle and you have a submachine gun (which is automatically selected for drive-bys), you get the same result.

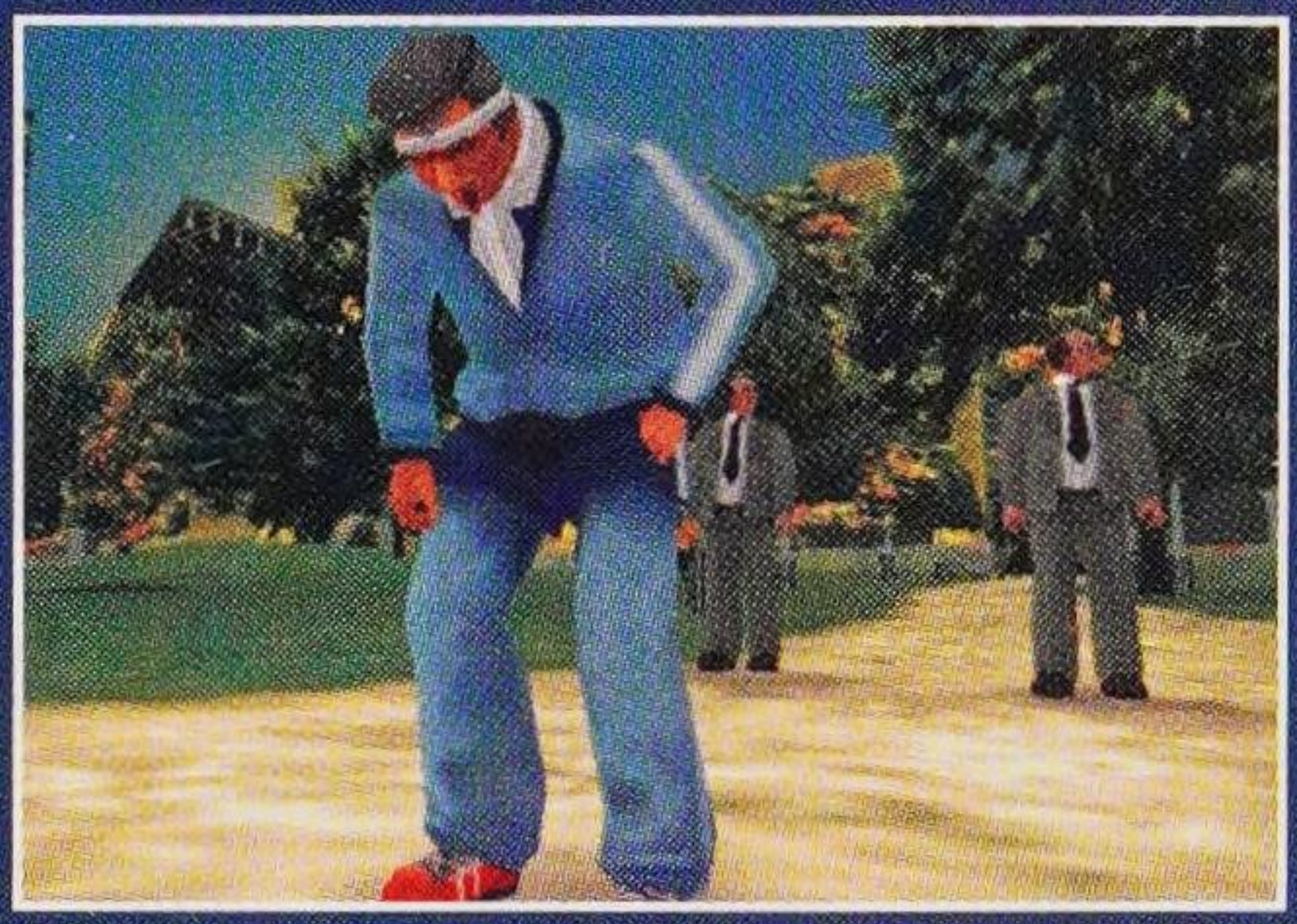


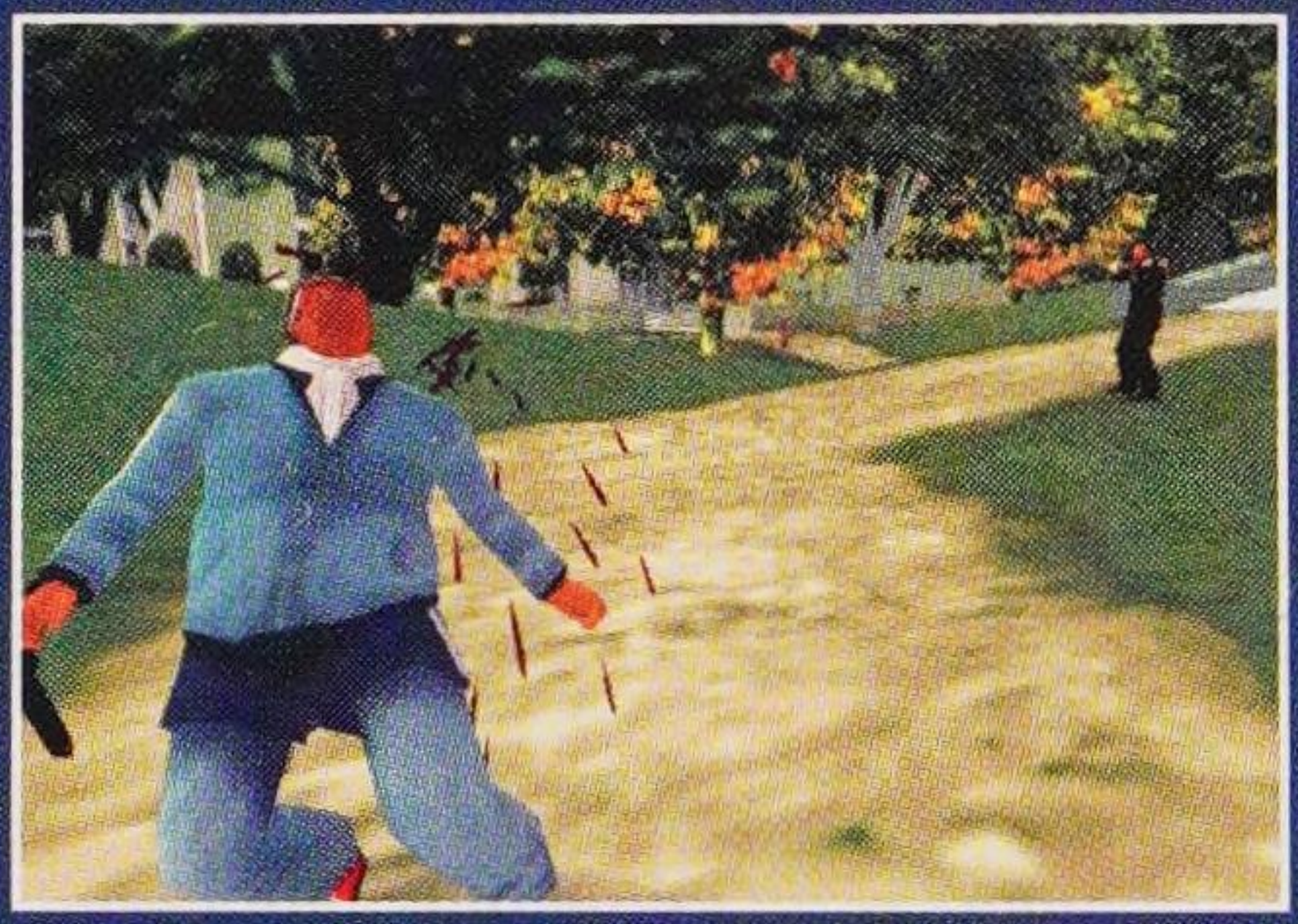
ELEVATED BRIDGE TACTIC

Your first thought may be to snipe the mayor from the elevated bridge road that looms over northeast corner of the park. Although this seems like a great idea, it doesn't work; the FBI guards know their territory and the road above the park is being watched well.

Tactical Option 1

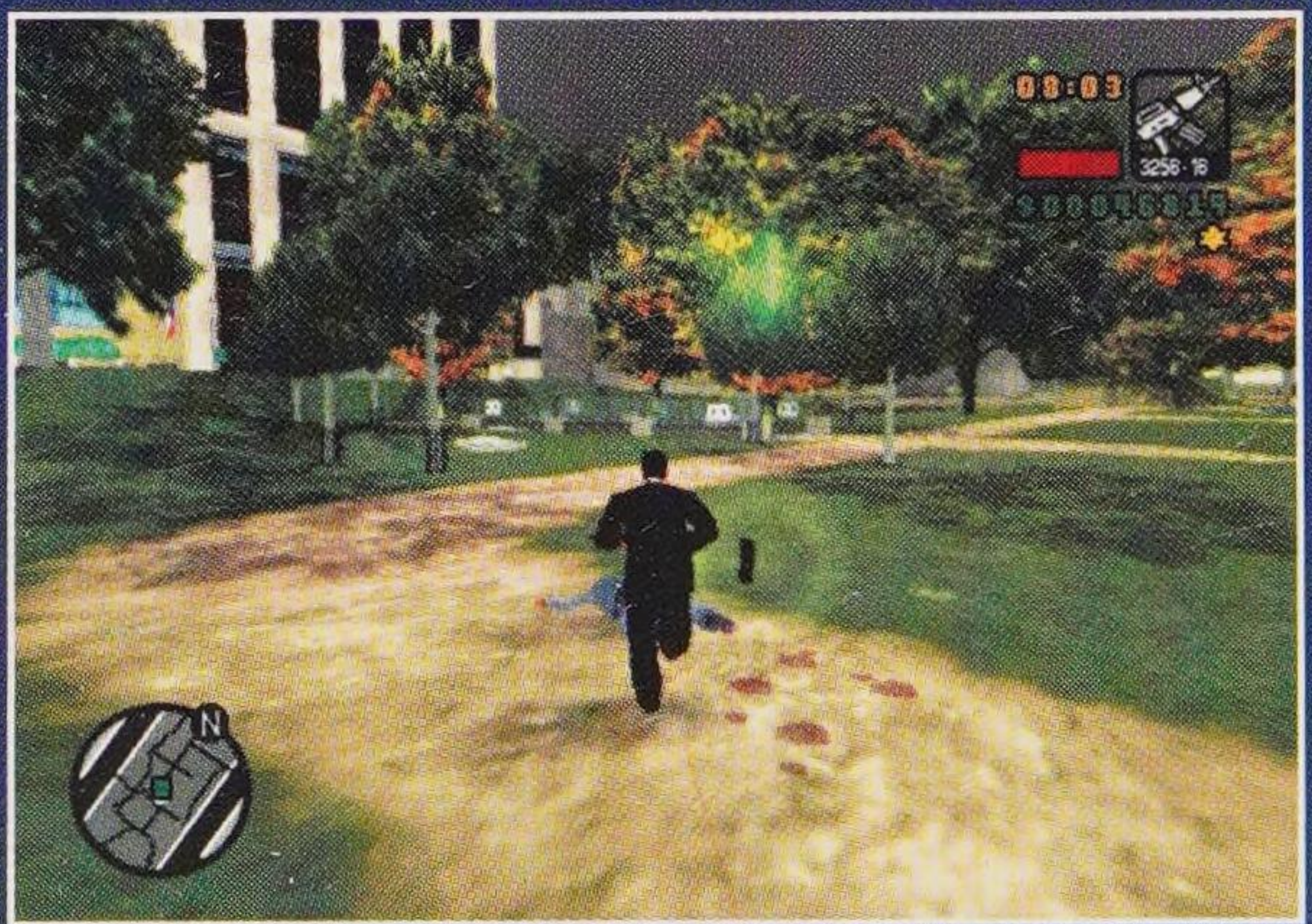
There are several different ways to complete this mission. In every option, however, you should have full Health and Armor before beginning. You can enter the park without a weapon selected and follow the mayor on his run. He stops at a few different locations to take a breather. Approach him, pull out a weapon, and quickly take him out before he can escape. Use the Police Bribe **(1)** on the pedestrian bridge in the middle of the park to lower your Wanted Level. Steal the phone and get out of the park quickly before the FBI swarm becomes unmanageable. Check out our mission map to find the two nearby Health power-ups.

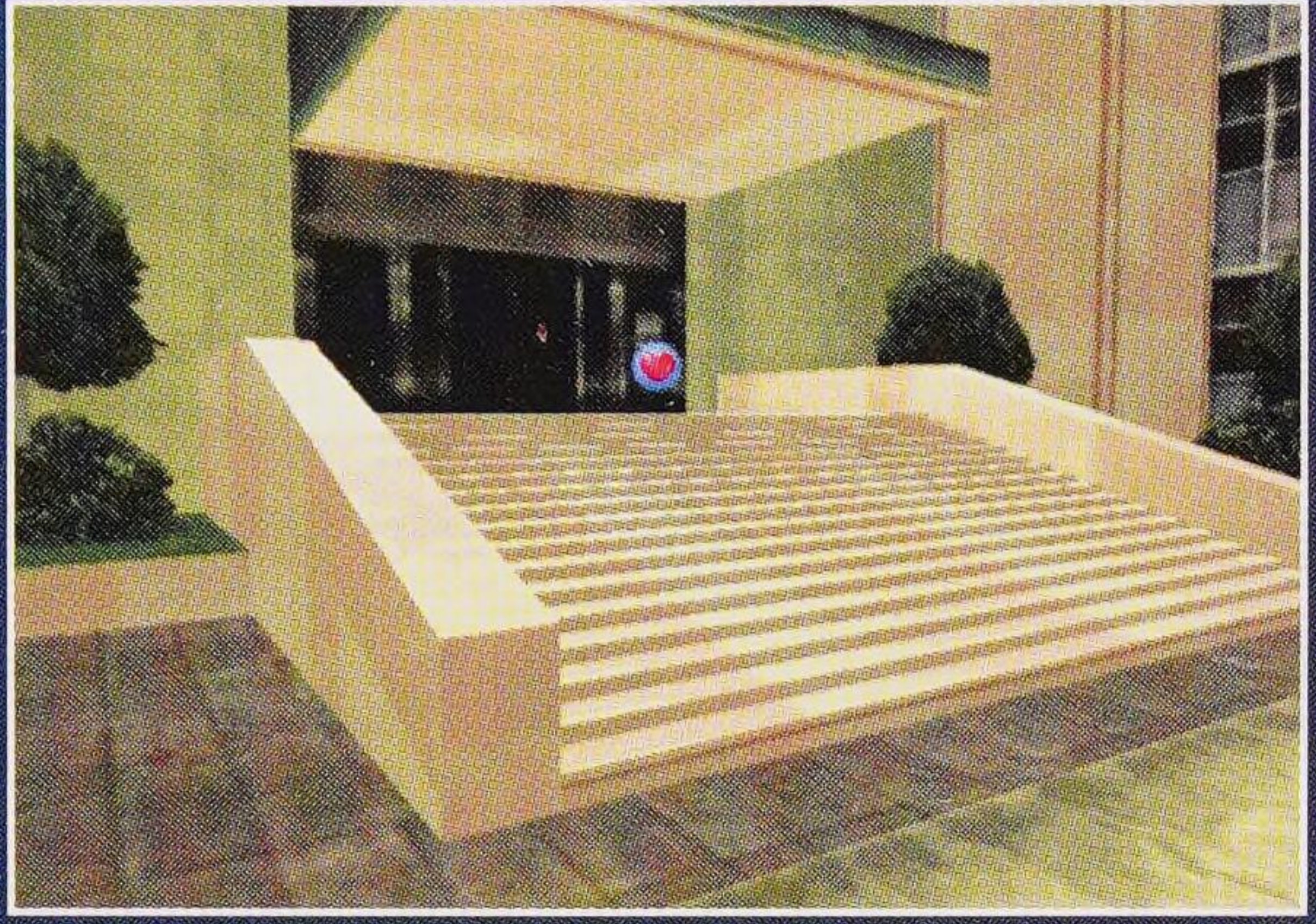




Tactical Option 2

Another option is to let the mayor leave the park in his Sentinel **(3)** with his FBI driver. Chase them down and run them off the road into an area where that they cannot escape. Do not knock them into the water or you'll lose the phone and fail the mission. Once they're in a jam, blow up or shoot the car until it explodes, leaving only the cell phone.





Tactical Option 3

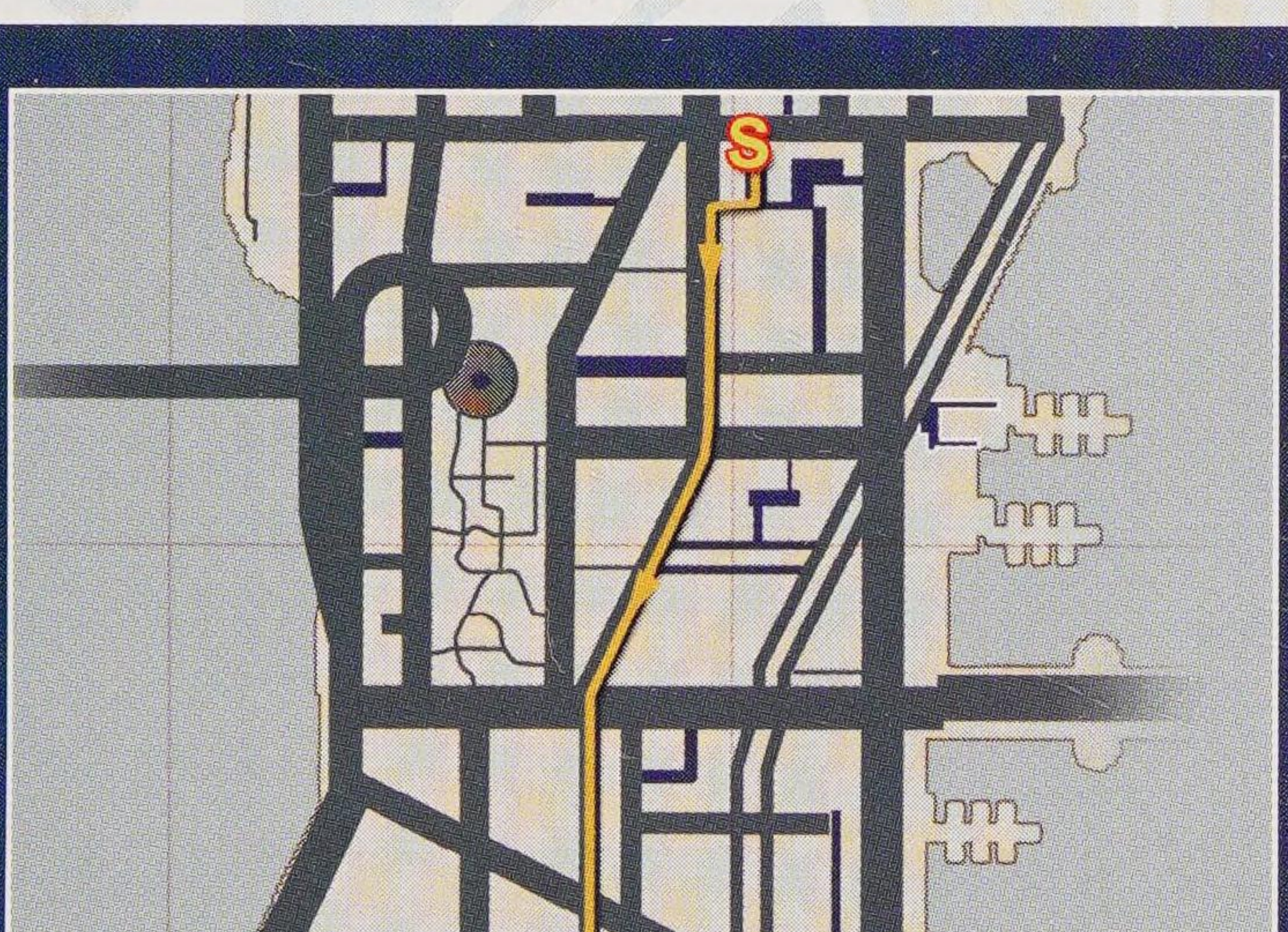
Another option is to wait outside the park with the sniper rifle in hand while standing on the stairs east of the park near the Health power-up **(2)**. Take two shots at the mayor when he stops in the middle of the park for a breather, or wait until he's standing near the exit at the Sentinel. Switch to an AK-47, M4, or submachine gun, then take out some of the FBI posing an immediate threat. Rush in and grab the cell phone, then escape in an FBI Sentinel.

TAKE THE PHONE TO SALVATORE.

When you knock off the mayor, he drops his phone where he falls. Once the phone is in your possession, a yellow blip appears on the map. This indicates your Staunton safe house in Newport **(4)**. Jump in a vehicle and speed over there to deliver the phone to Salvatore and complete the mission.

THE SWEATS OUTFIT

The Sweats outfit becomes available at all safe houses after completing *A Walk in the Park*.



MAKING TONI

REWARD: $2,000

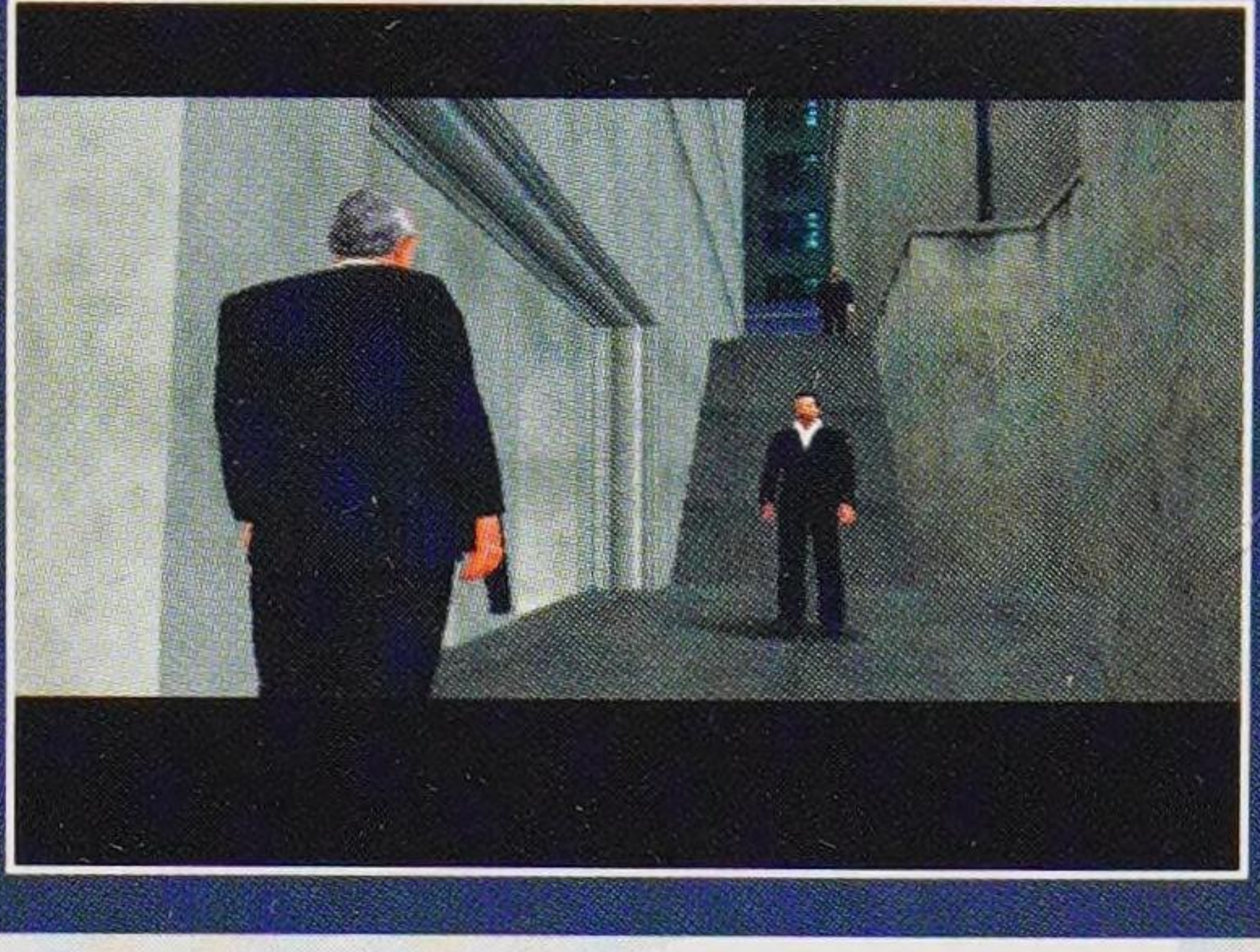
UNLOCKS: Donald Love's mission, The Morgue Party Candidate (but only if you have completed all of Ma Cipriani jobs in Portland).

OTHER UNLOCKABLES: If you have completed all of Ma Cipriani missions, she ends her hitman contract on you with a cell phone call. The Forellis now hate Toni.

YOU pick up this job inside your Staunton Island apartment (safe house). The yellow marker appears next to your dining room table. Toni notices a letter from Salvatore there. Sal writes that a few of his men will be in touch soon. Outside the apartment, Mickey asks you to take him for a drive. Toni is a bit uneasy with this, seeing how this sort of drive usually ends up with someone getting whacked.

DRIVE TO THE MEETING PLACE.

Get in the car and follow the yellow marker to the meeting place in Bedford Point. On the way, you can hear the LCN news report discussing the mayor's assassination in the park. Pull into the marker and Salvatore meets Toni in a recessed alleyway to officially make him a "Made" man.



Salvatore calls and says the Forellis had Mayor Hole in their pocket, but he has a plan to get control of City Hall by using a corrupt businessman friend of his, Donald Love.

Ma Cipriani calls after completing all her missions and once you've become a "Made" man. She says she's very proud of you and is calling off the hit she put on you. Hopefully, you can put all that behind you, but at least there's no longer any concern about random hitmen attacks.

ANTONIO OUTFIT

The Antonio outfit becomes available at all safe houses upon completion of *Making Toni* and after Ma Cipriani calls off the hit.

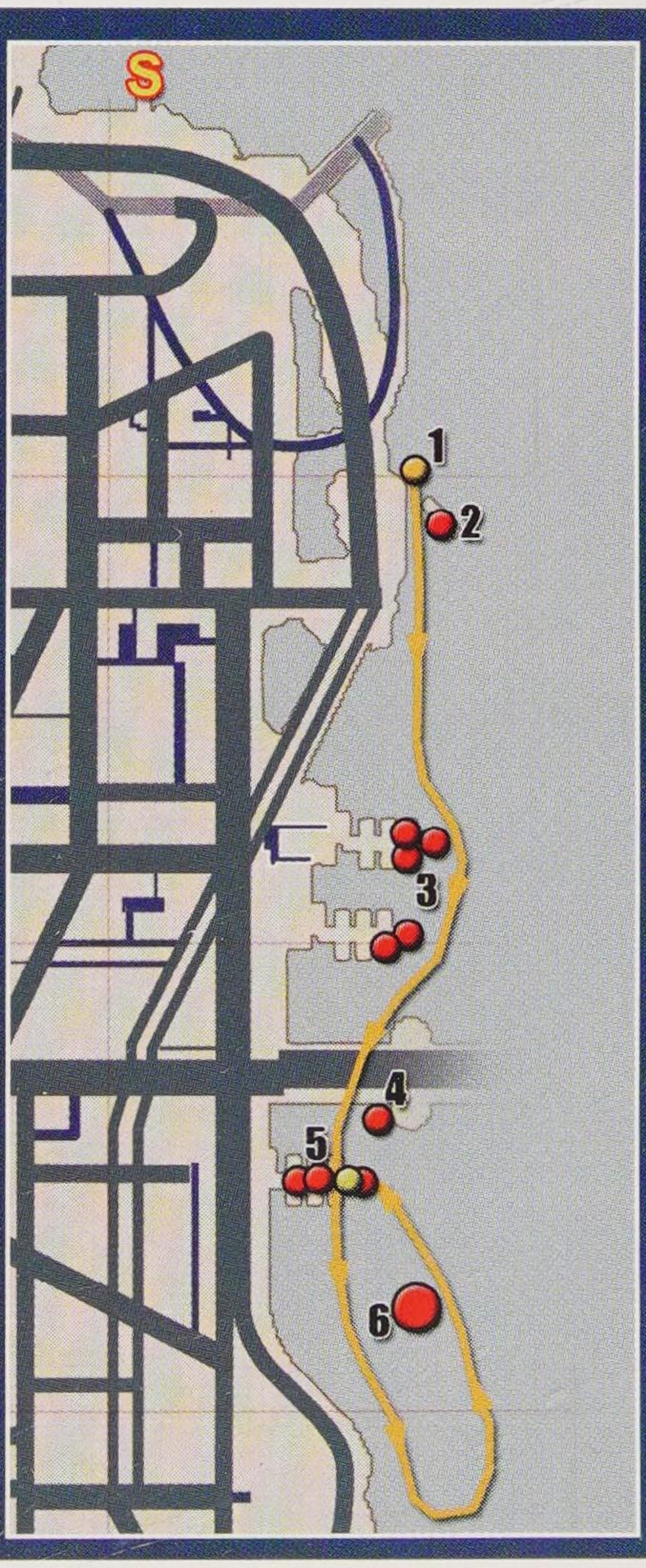
CAUGHT IN THE ACT

REWARD: $2,000

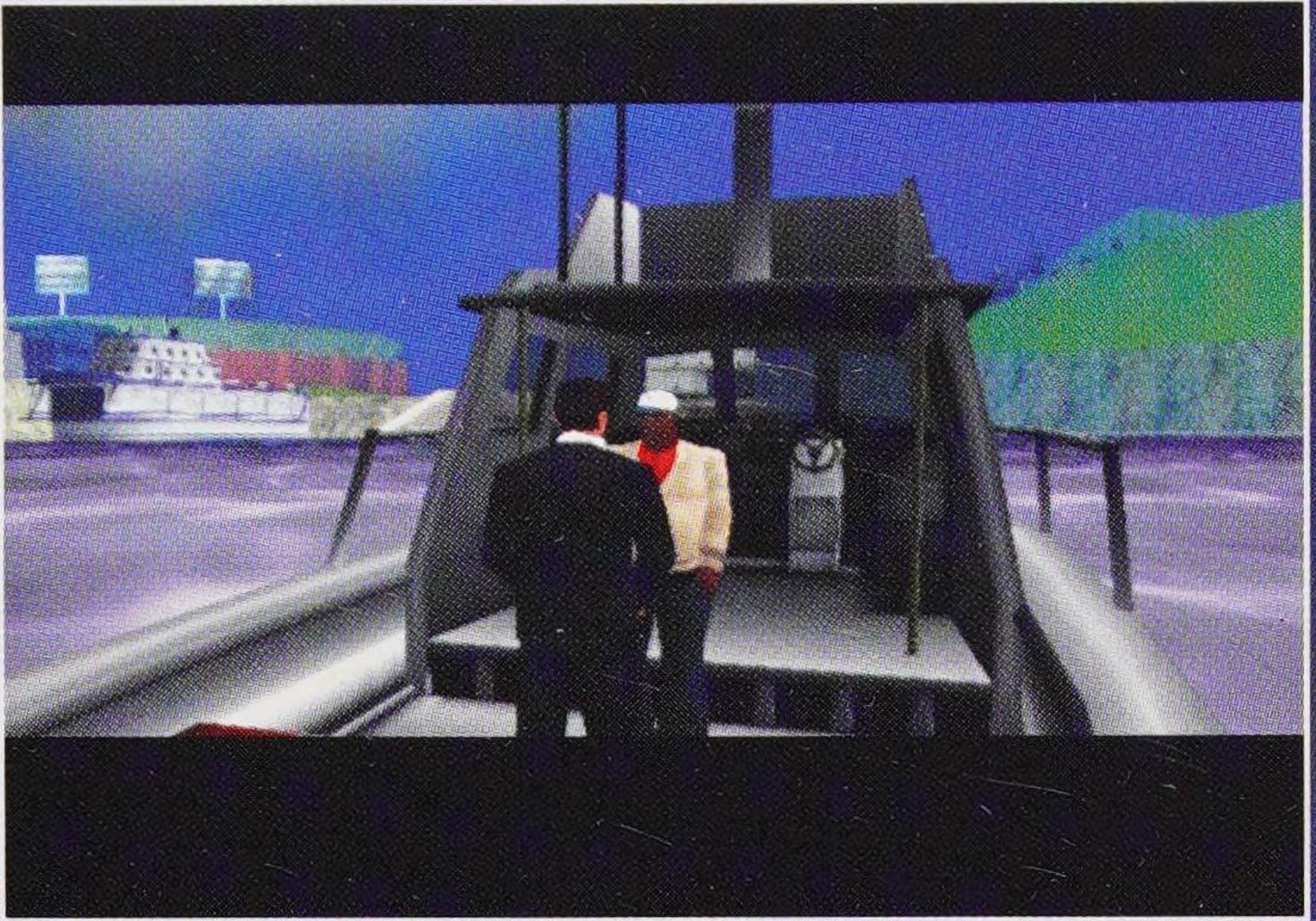
UNLOCKS: Salvatore's mission, Search and Rescue.

OTHER UNLOCKABLES: Leon McAffrey's mission, Sayonara Sindaccos.

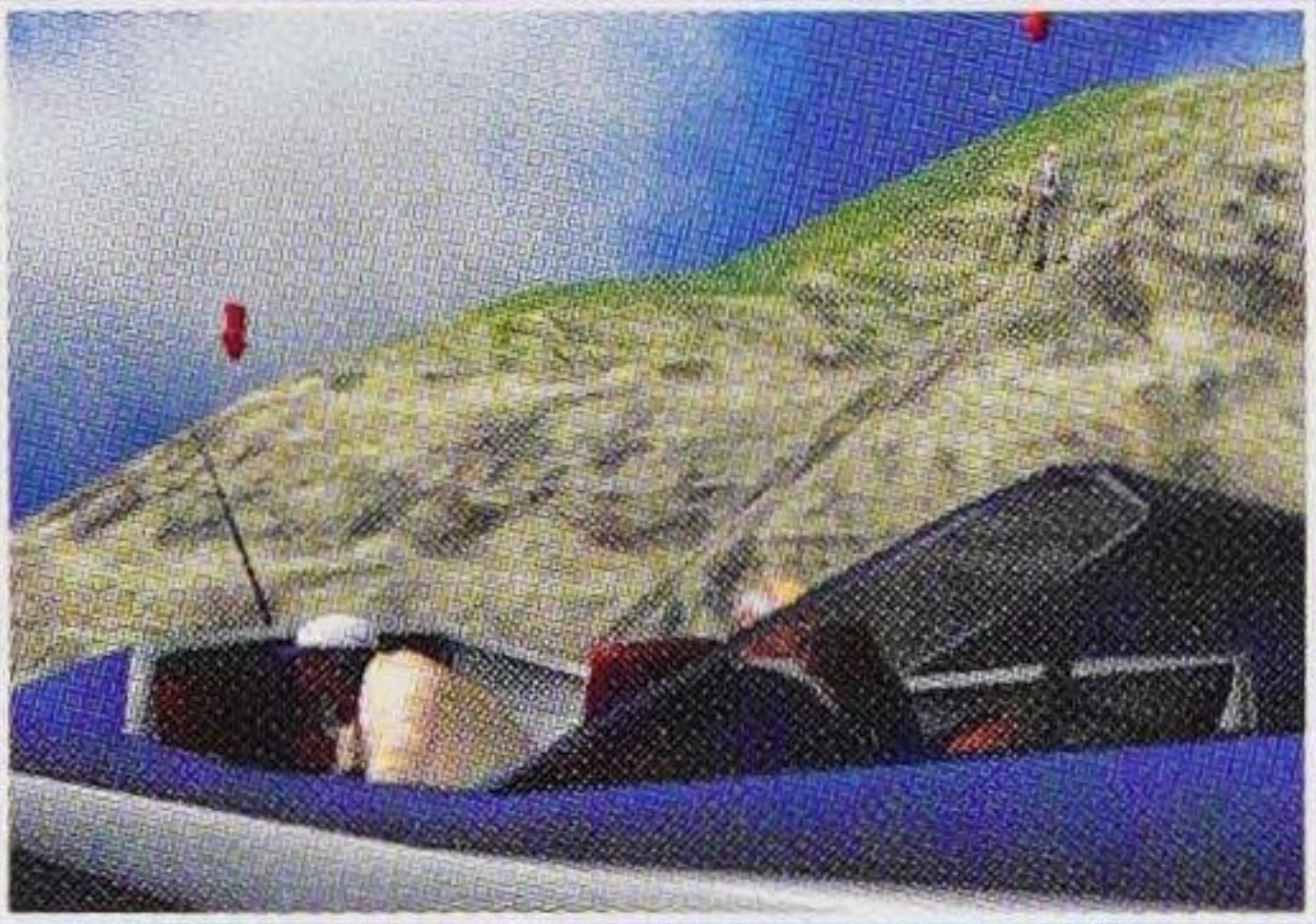
AFTER completing *Morgue Party Candidate* and receiving the call from Salvatore, head to the end of the pier in Rockford **(S)**. Sal wants you to hop into his speedboat to have a chat with the mayor's assistant about Franco Forelli. The two of you cruise out to a fishing boat and kidnap the mayoral subordinate. The Secret Service is watching your every move.

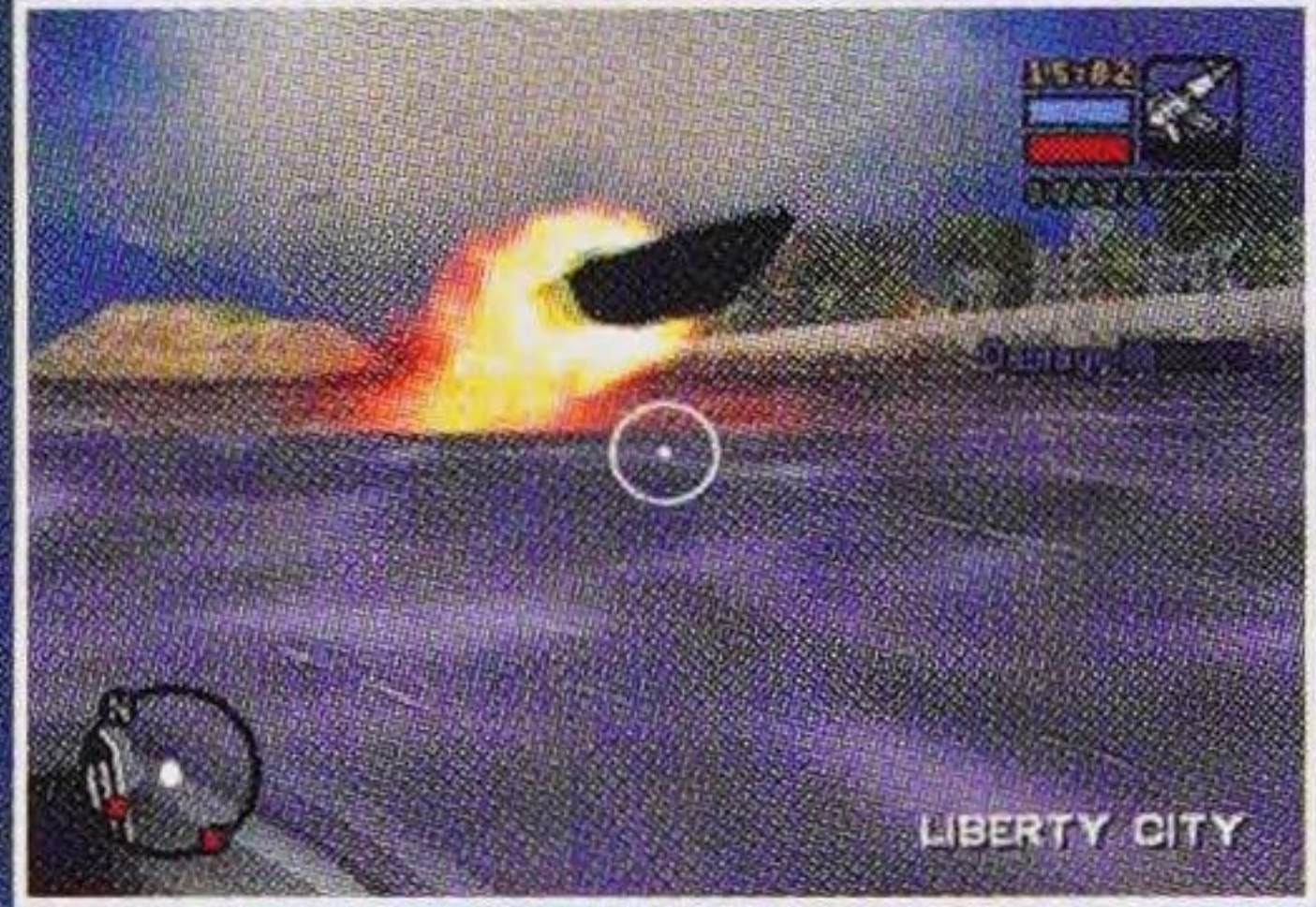


SURVIVE THE KIDNAPPING.

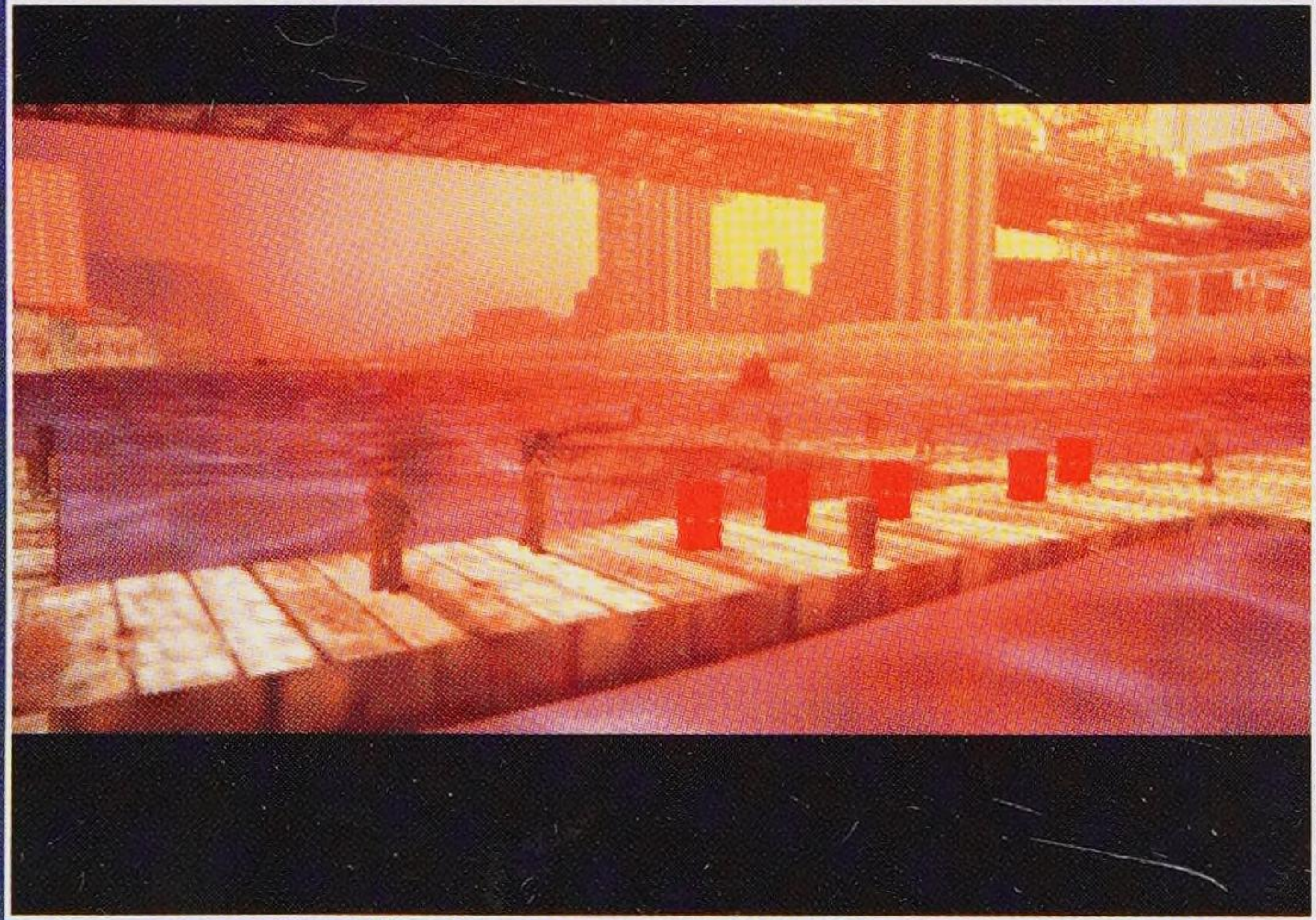


Following the cinematic, the challenge becomes a first-person shooter. You are armed with an M4 **(1)**. Use the Left Analog Stick (PSP: Analog Stick) and shoot by pressing ◉. For the PSP only, you can hold the L button to make fine adjustments to your aim. Keep in mind that the gun takes a little time to reload, so just holding the fire button is not always a good tactic. Turn up the sound and listen to Salvatore's commands; he always tells you where the next target is coming from.



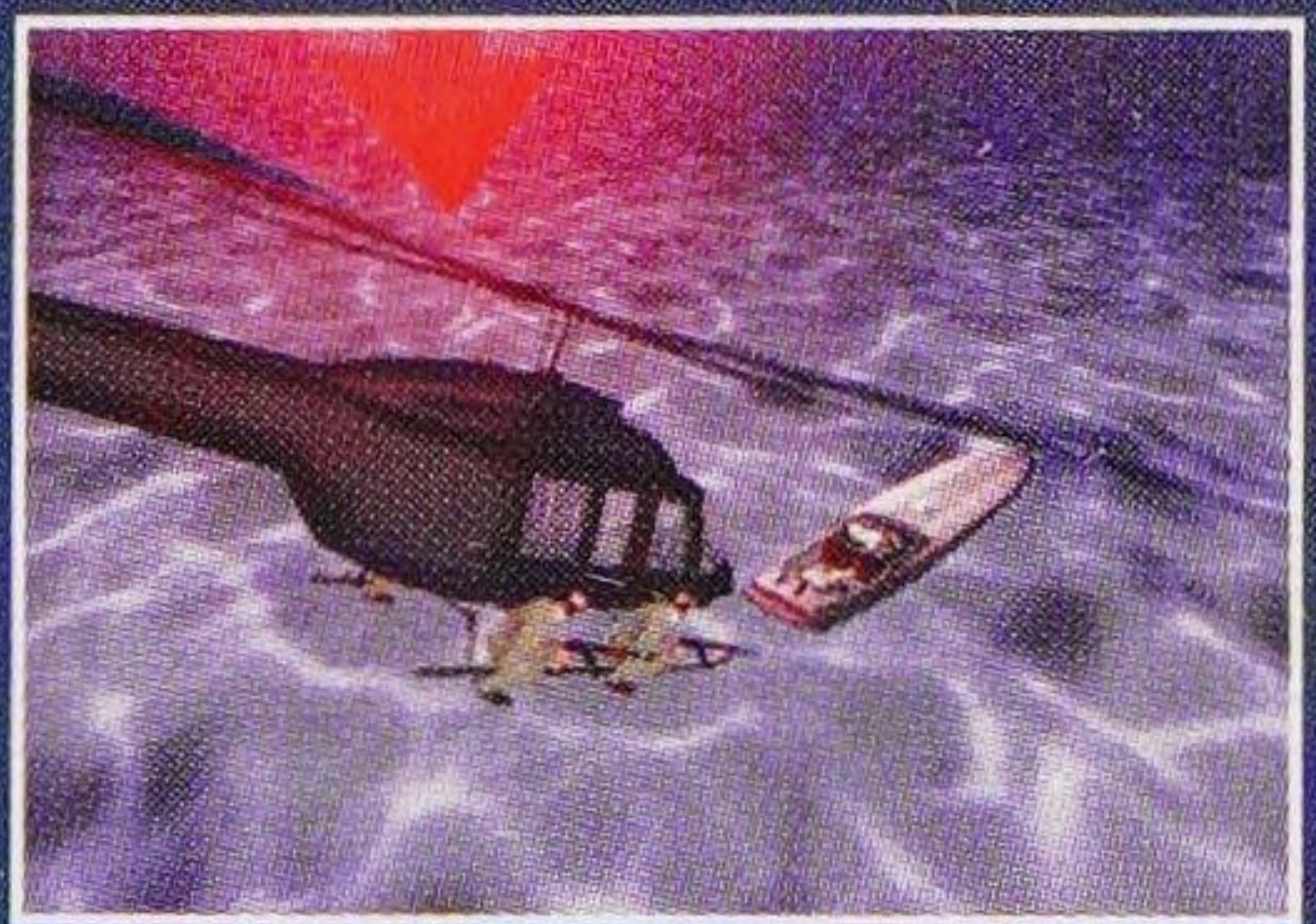


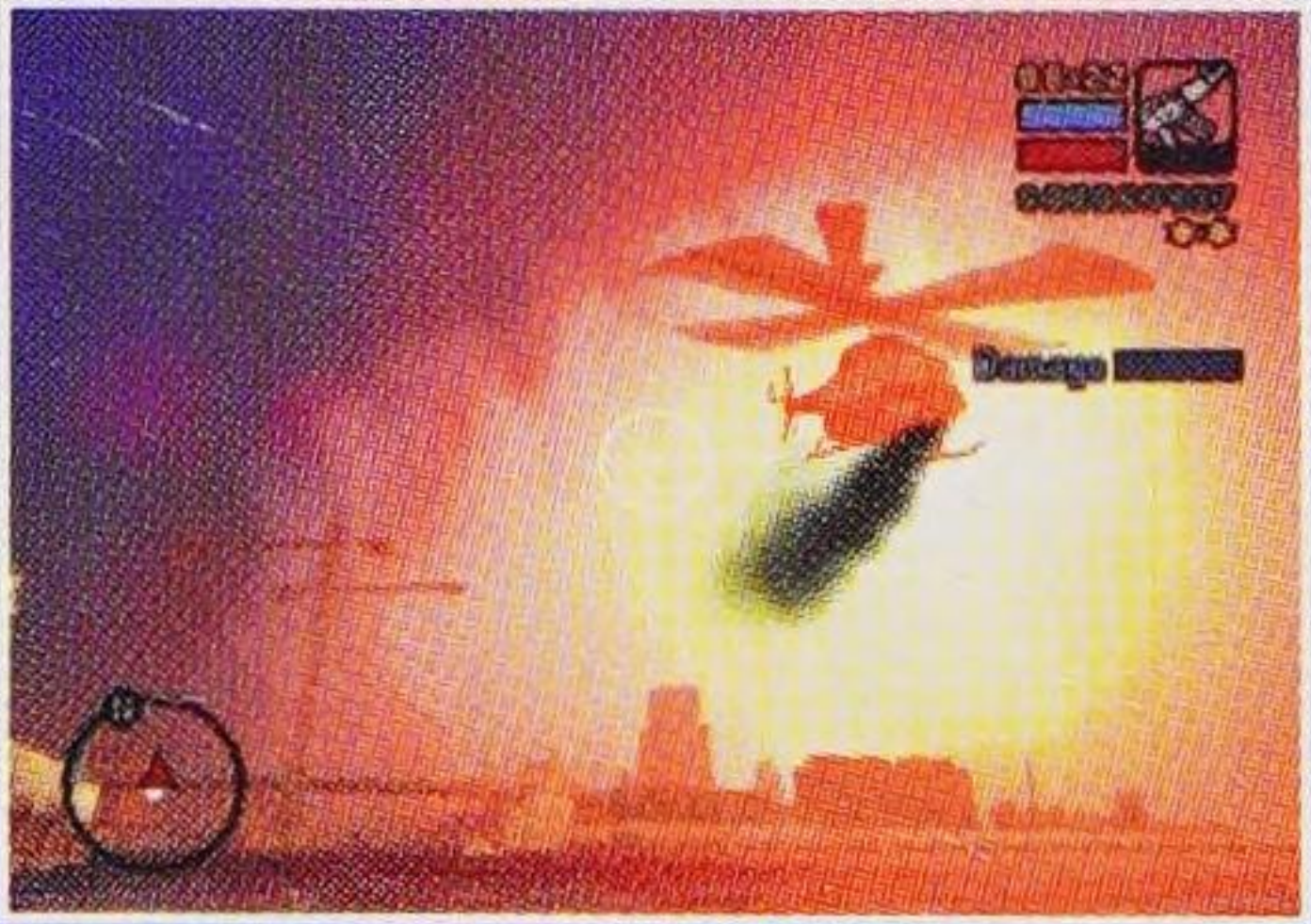
Your first targets are on a tall grassy island on your left **(2)**. Shoot the two gunmen to keep them from damaging your boat. If the Damage meter on the right side of the screen completely fills, your boat explodes and the mission is failed.



More targets appear on the left and, almost simultaneously, in a boat behind you. Concentrate on eliminating the pursuing craft; it can cause the most continuous damage to your vessel. Quickly aim to the right and take out the gunmen on the docks **(3)** just before the Callahan Bridge. Always look for explosive red barrels on the piers to take out gunmen and boats that will take off to pursue.

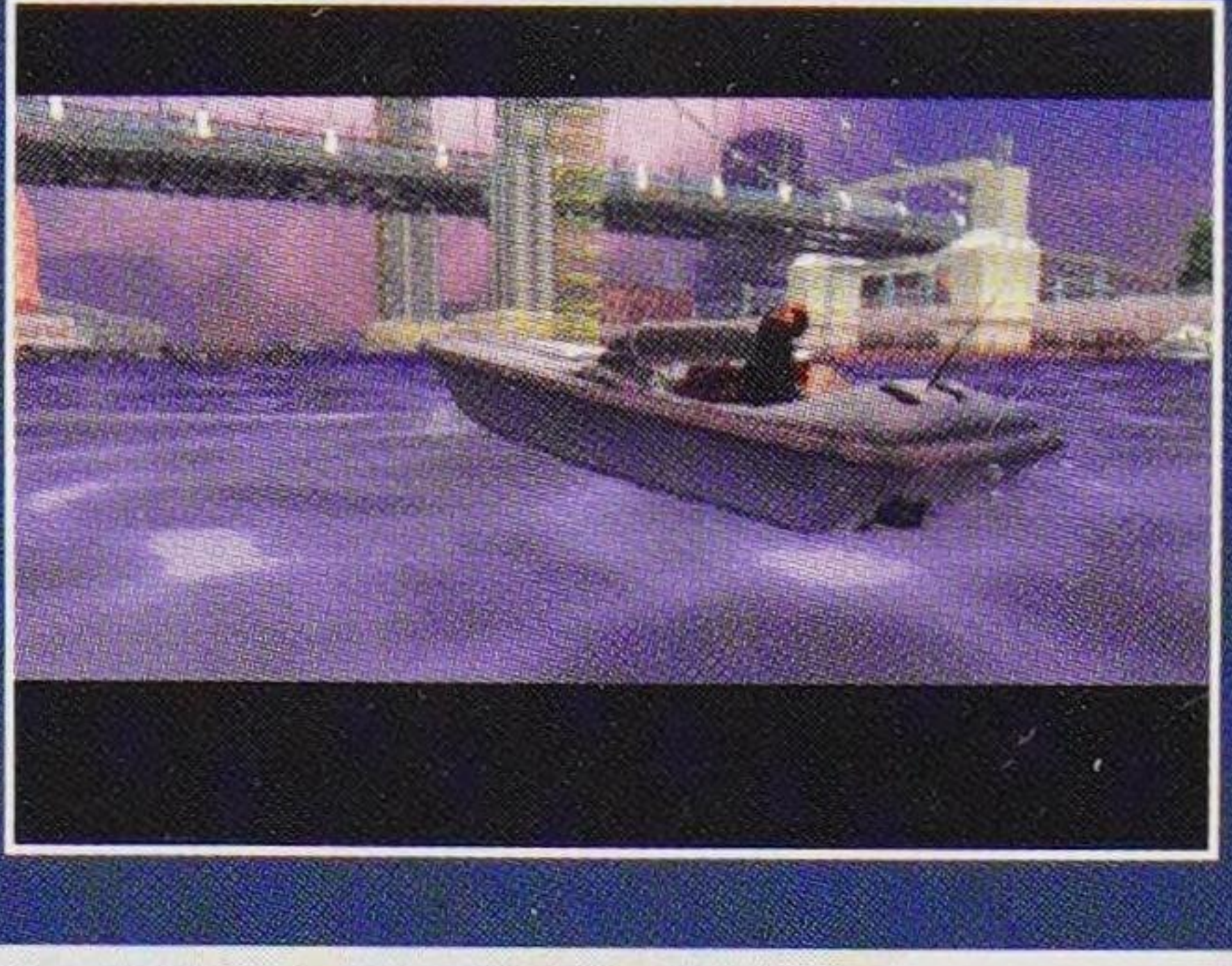
As you pass under the bridge, look for the gunmen on the boat **(4)** past your bow, and soon to be passing on your portside (left side). Quickly aim ahead at the gunmen on the pier **(5)**. Sal navigates over the pier with an attached ramp.





As soon as you jump the ramp, aim to the rear and pick off the gunner, then shoot the driver of the newly pursuing boat. Finally, finish off the four gunmen on the helicopter hovering above **(6)**, then destroy the chopper itself to eliminate the final target.

With a little physical coercion, the mayor's assistant tells Sal and Toni what they want to hear. The Sicilians own Franco Forelli and they worked hard to ignite a Liberty City family war. They then moved in once the dust had settled to take over the city.



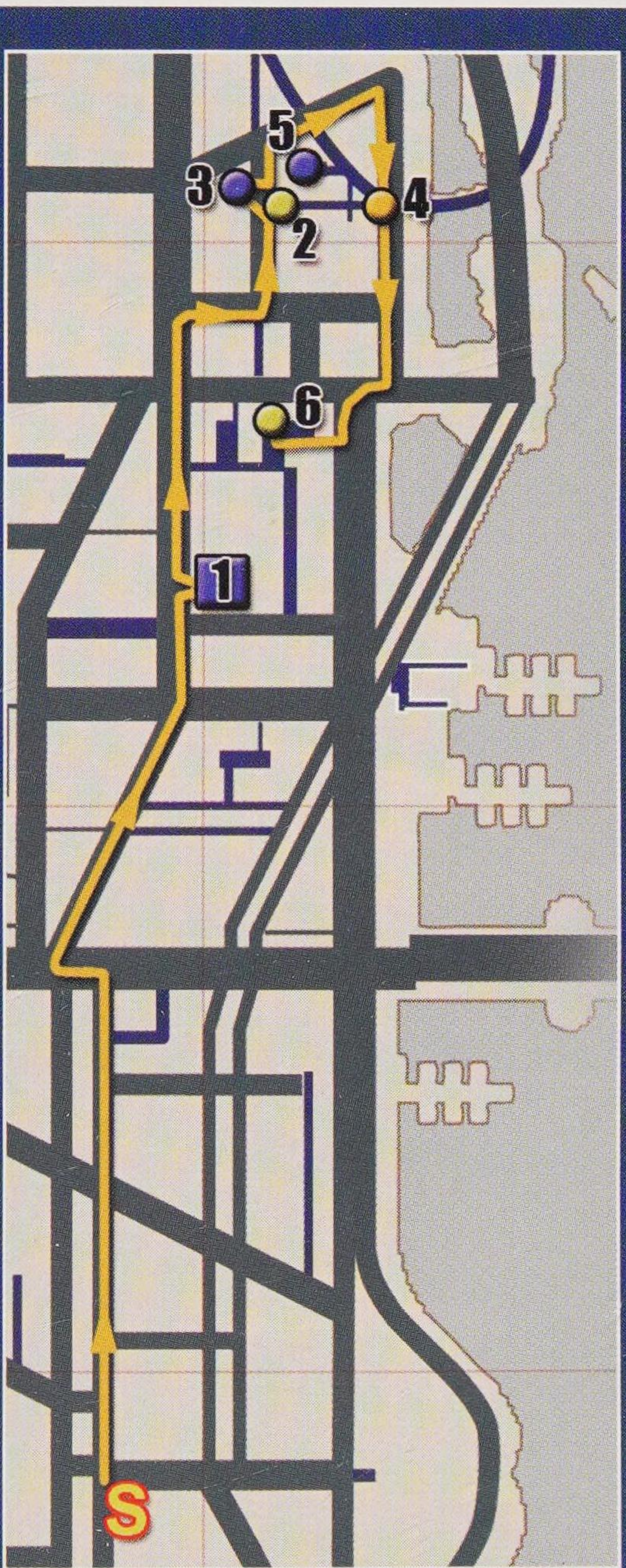
After completing *Caught in the Act*, Sal calls on the cell phone. He wants you to go to the public phone in Bedford Point. He needs a secure line again. This call unlocks Sal's job, *Search and Rescue*. It also unlocks Leon McAffrey's mission strand.

SEARCH AND RESCUE

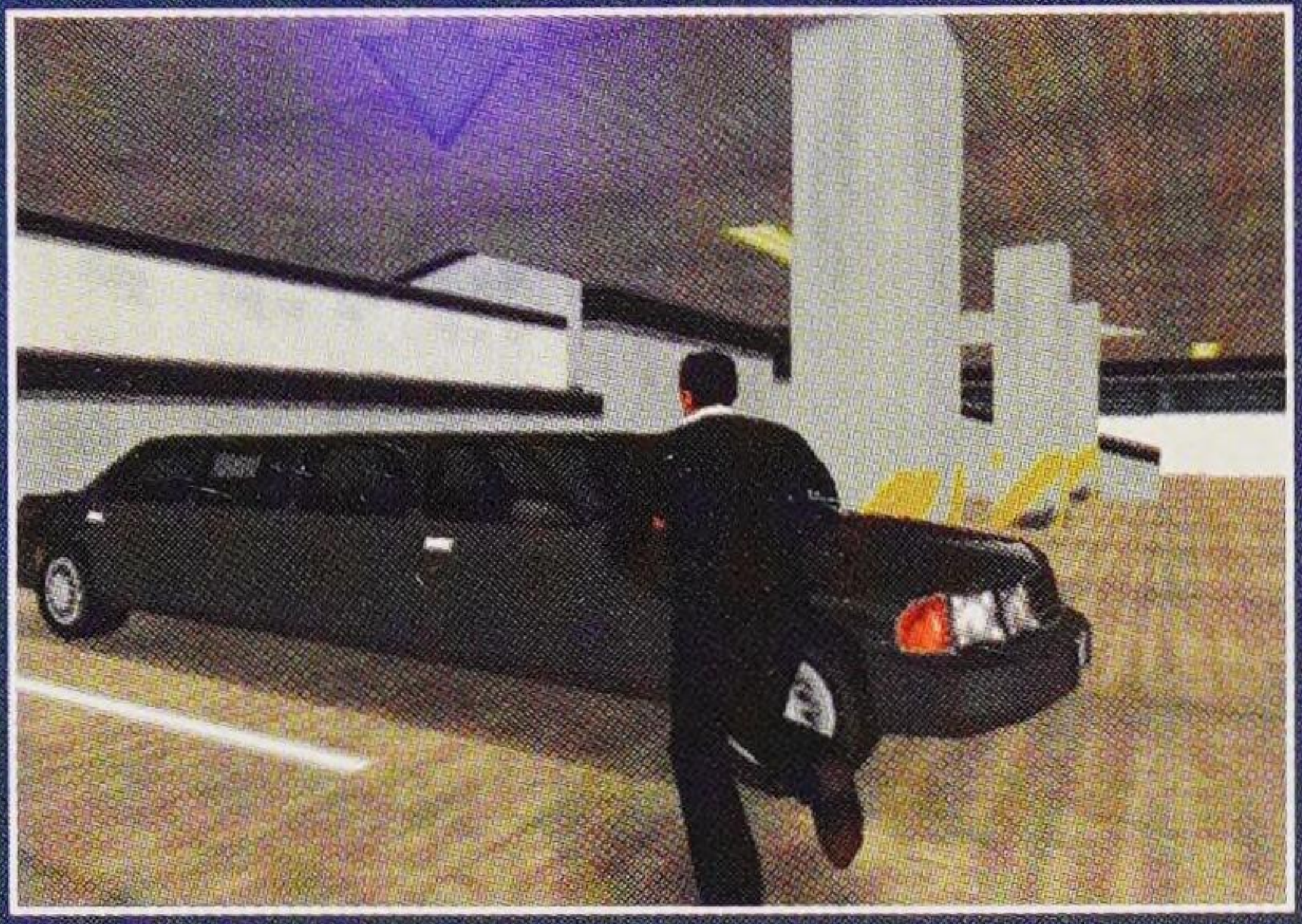
REWARD: $2,000

UNLOCKS: Salvatore's mission, Taking the Peace.

SAL calls in a panic on the public phone in Bedford Point **(S)**. He went spying on the Forellis when, all of a sudden, the Sindaccos attacked. He's pinned down in a gang war between the Sindaccos and the Forellis, and wants you to get his bulletproof limo to rescue him.



STAUNTON//SALVATORE LEONE //SEARCH AND RESCUE

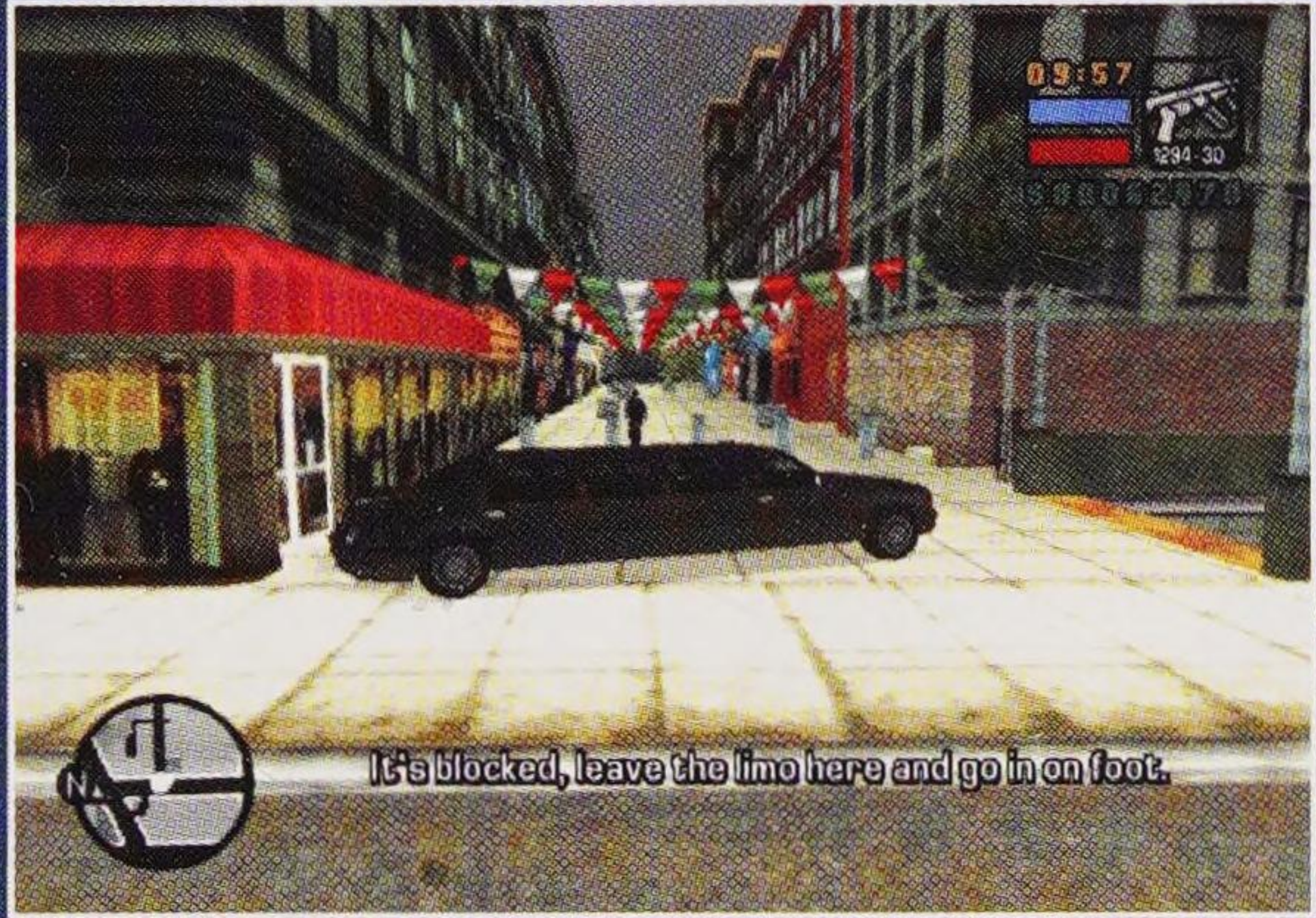


GO AND PICK UP MR. LEONE'S LIMO.

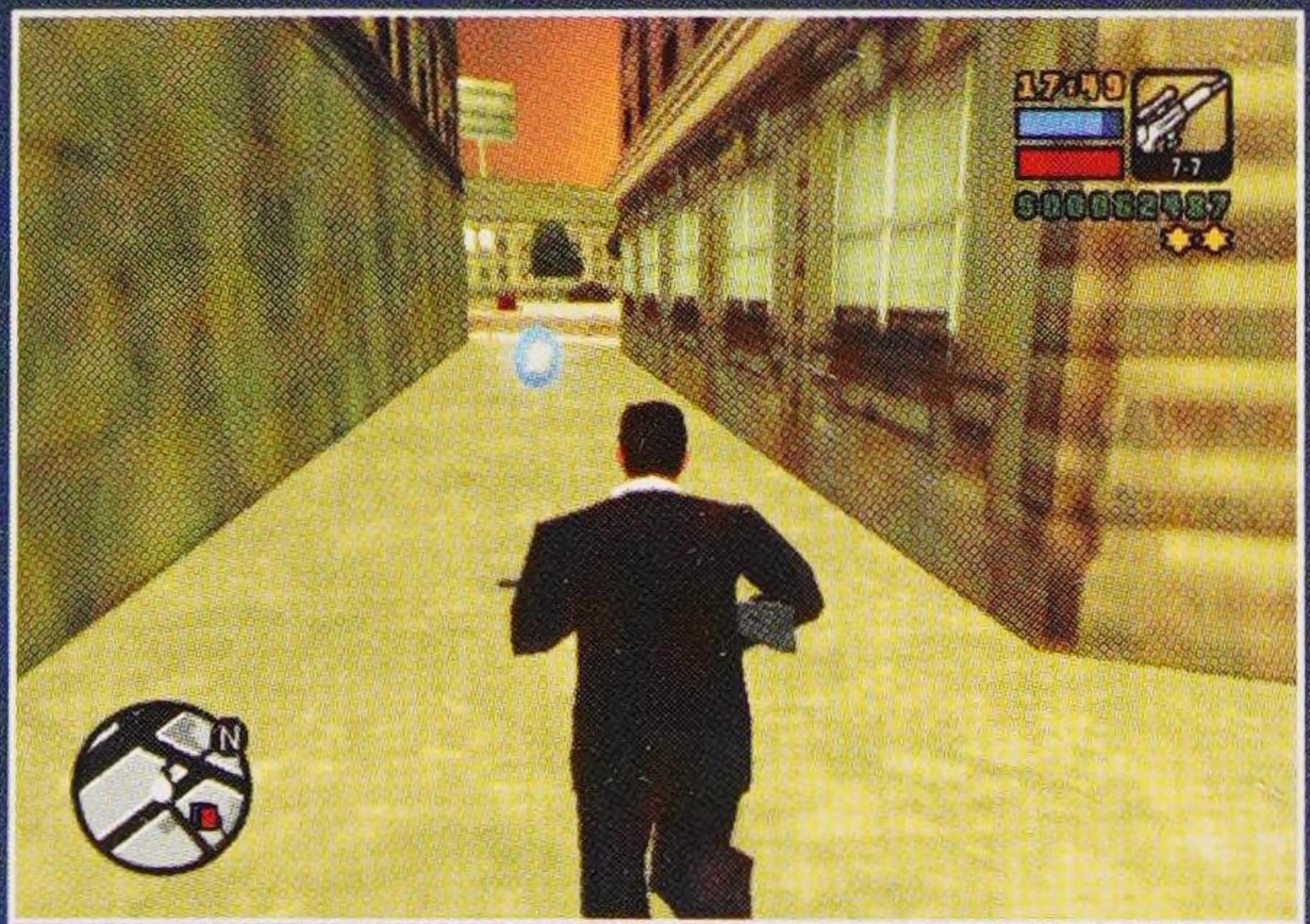
Find Leone's bulletproof limo **(1)** parked on the ground level in the multi-story carpark near your safe house in Newport.

SNIPER RIFLE

Purchase a sniper rifle or use our Weapons map in the back of this guide to locate one for this mission.



It's blocked, leave the limo here and go in on foot.



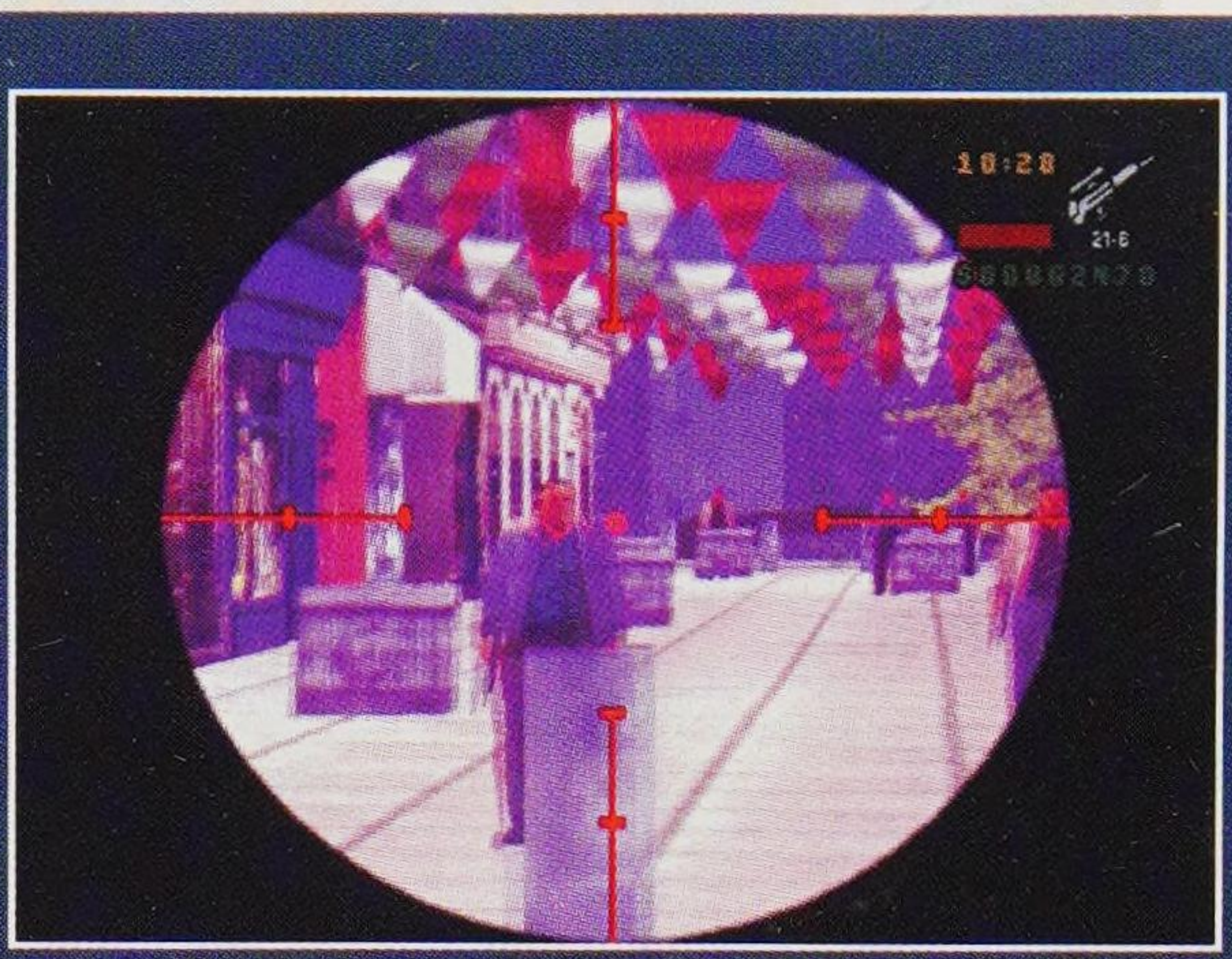
DRIVE THE LIMO TO FORT STAUNTON.

Once in the limo, follow the yellow blip on the radar to the yellow marker in Fort Staunton **(2)**. The next objective is given once you park it in the space indicated. If you move the limo out of the marker, you drop the next objective until you re-park it in this designated spot. For now, leave the limo in the marker.

FIND SALVATORE.

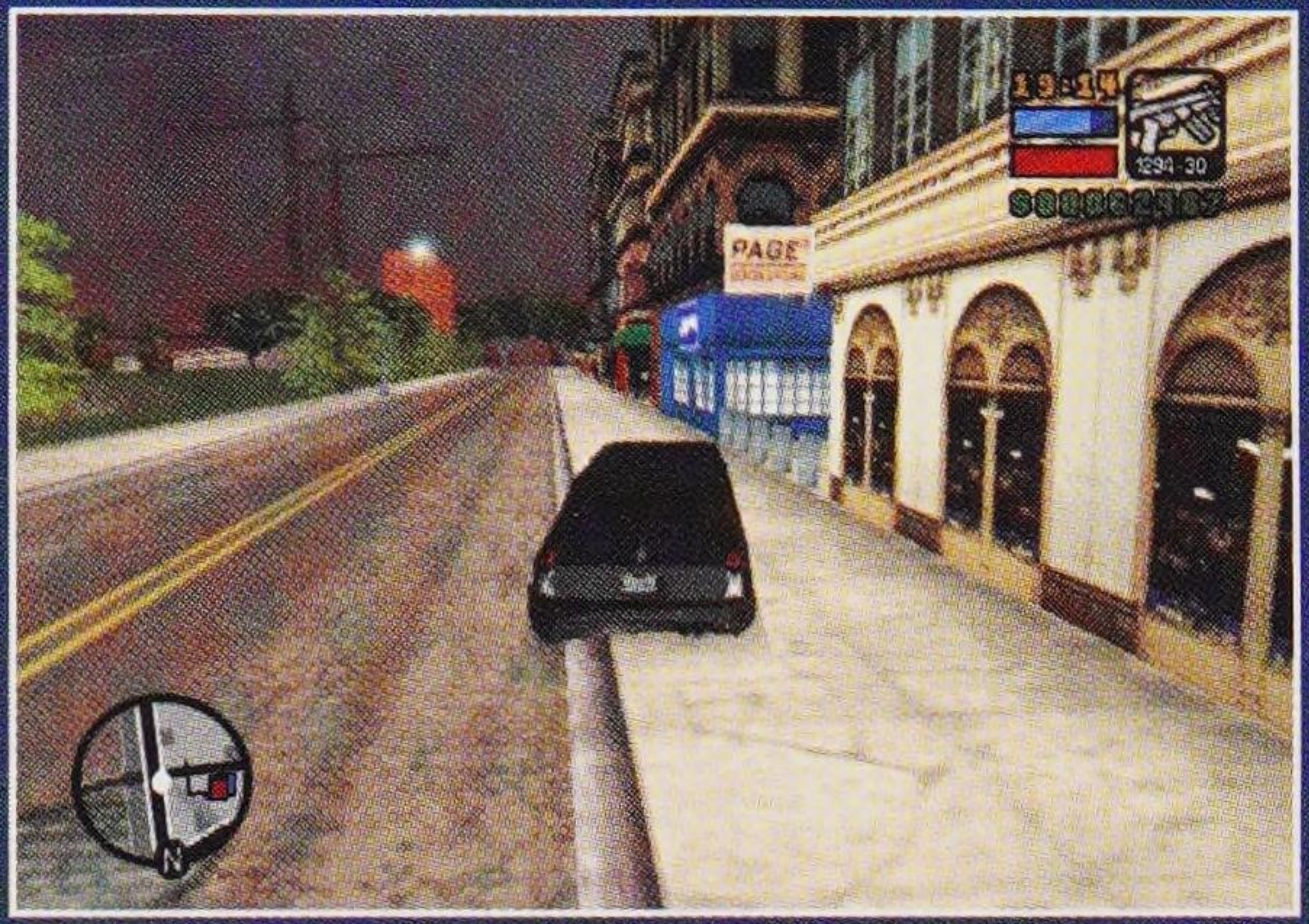
The alleyway is blocked with small cement cylinders, and there are eight Sindaccos taking cover behind some crates. They fire as soon as you approach. Remain behind the bulletproof limo, then pull out the sniper rifle and pick off all the enemies in the alleyway before entering. This usually gives you a two-star Wanted Level. Fortunately, there's a Police Bribe in the alley across the street **(3)**, behind you. Run through it to lower your level by one star, then avoid any further police attention to allow the remaining star to fade.

Follow the blue blip on the radar to the side alley and shoot the two Forellis guarding Sal **(5)**. Do not approach Salvatore yet. Instead, head back out and move the limo. Driving the limo around the block to the other side of the alley **(4)** makes the subsequent escape a little easier. Having the limo closer to Sal's escape alley keeps you from fighting through more Sindaccos than if you left it where it was.



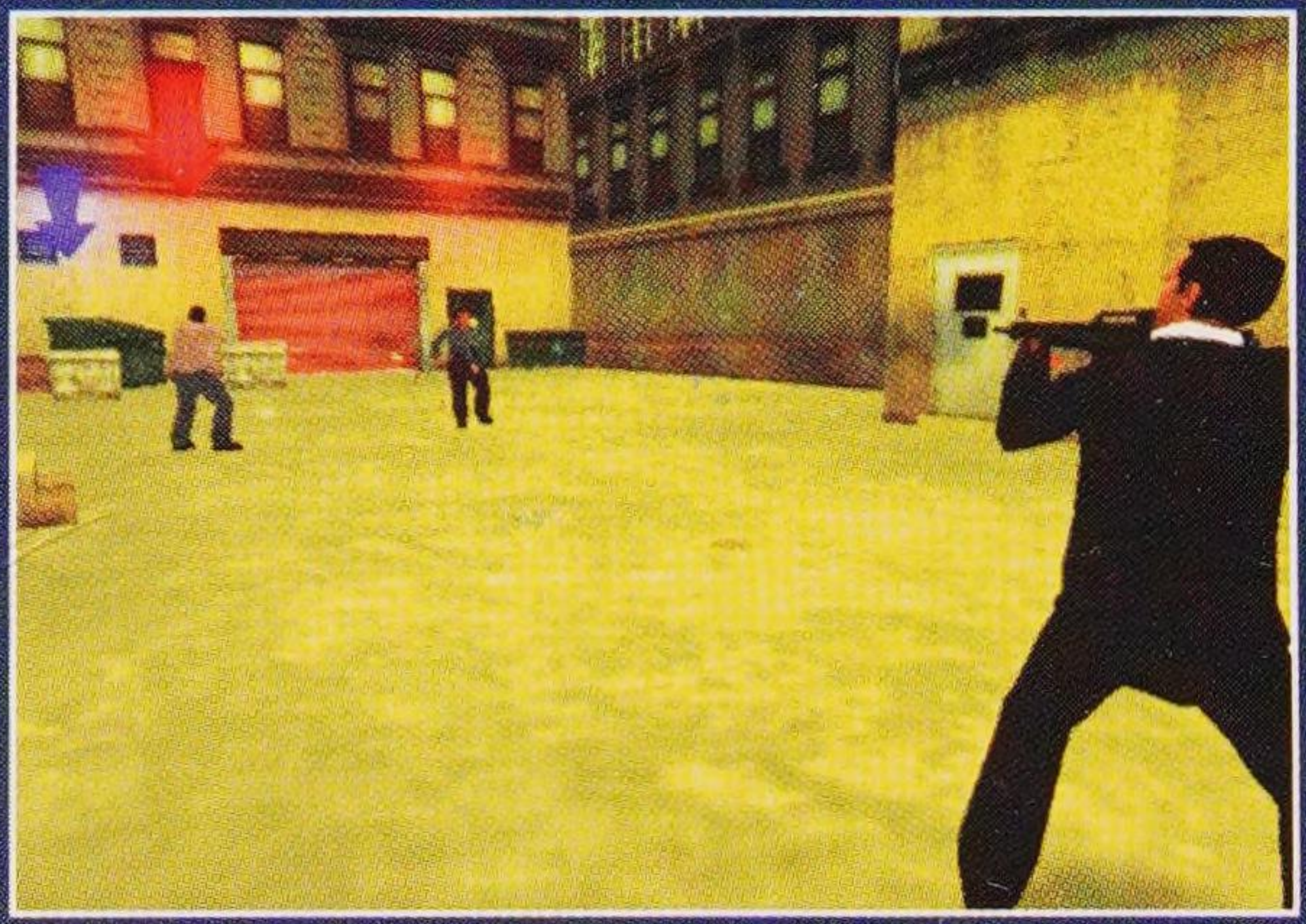
GET SALVATORE TO THE LIMO!

Run back to Salvatore **(5)** and allow him to follow you out of the alley. As soon as he joins your party, more Sindaccos fill the alleys. Shoot the two Sindaccos that enter Sal's alley, then turn and clear the three Sindaccos in the main alley to the left to clear a path to the re-parked limo **(4)**. A new objective is given once both of you are safely inside the bulletproof limo.



DRIVE SALVATORE IN THE LIMO TO THE GARAGE IN NEWPORT.

Follow the yellow blip on the map to the yellow marker just a few blocks west, in an alley. Drive into the marker, then pull into the opening garage **(6)**. Exit the limo and the garage to complete the mission.



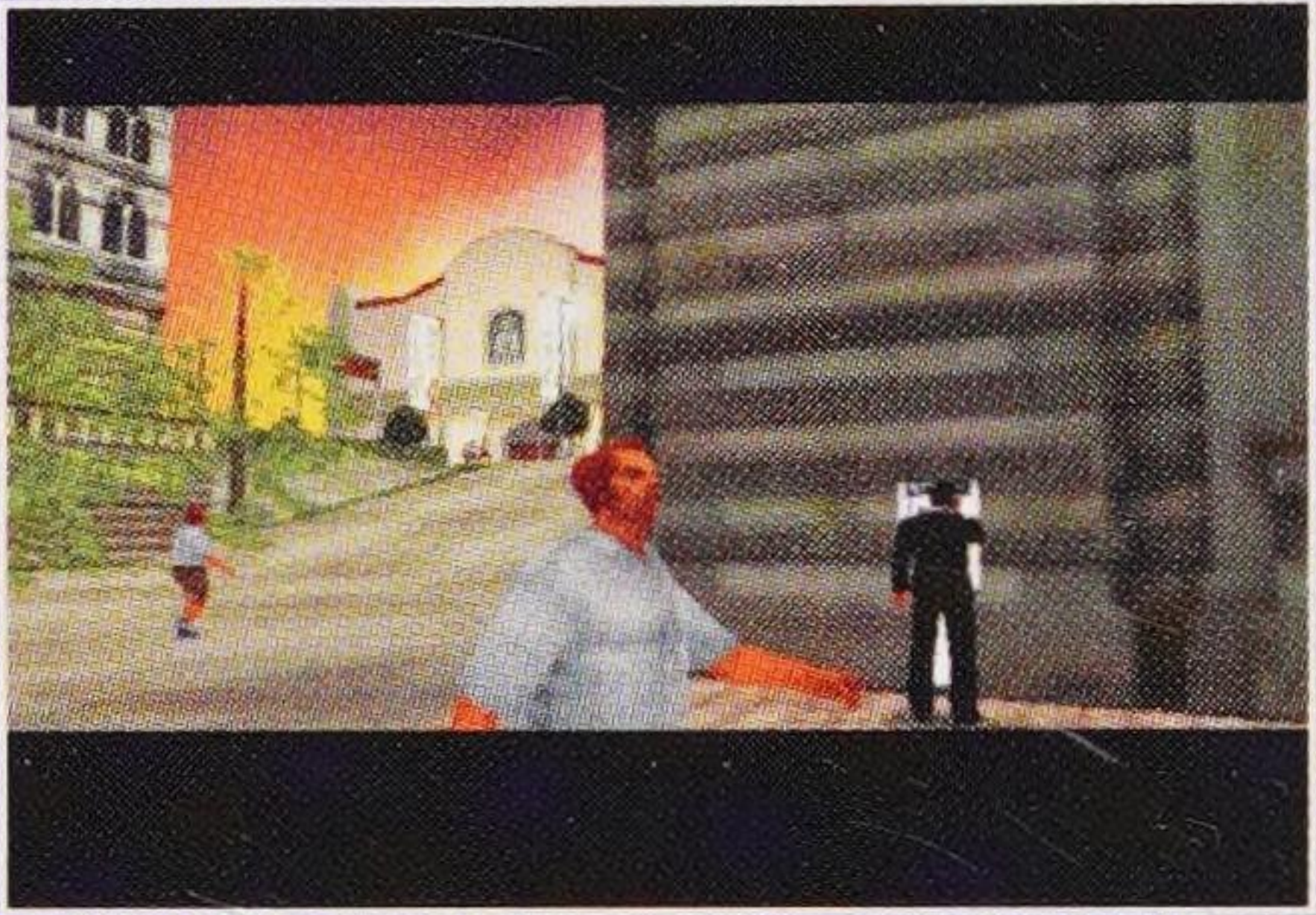
Sal calls on the cell again. He wants you to go to the phone booth in Liberty Campus for further instructions. This unlocks Salvatore's mission, *Taking the Peace*.

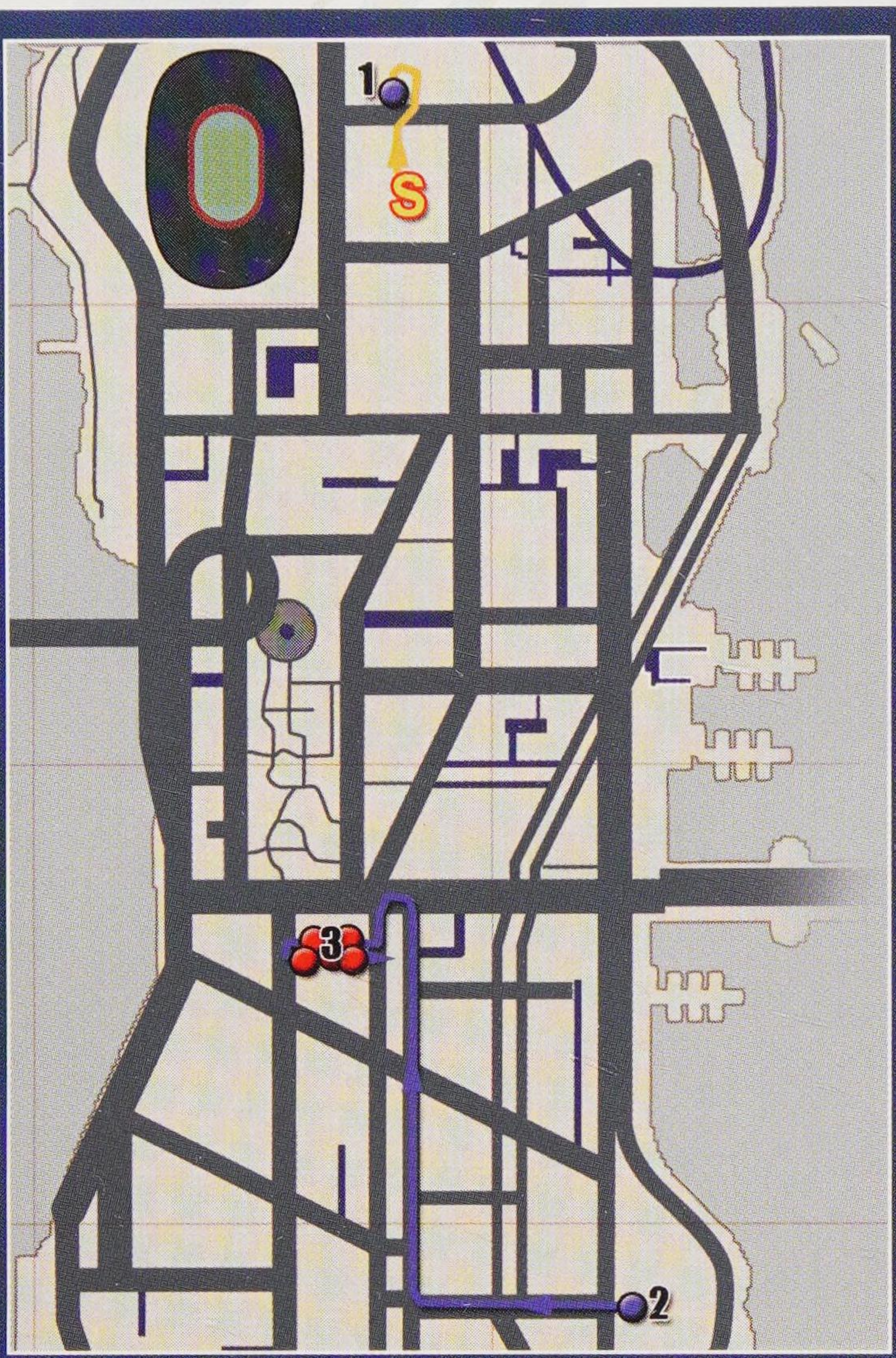
TAKING THE PEACE

REWARD: $2,500

UNLOCKS: Salvatore's mission, Shoot the Messenger.

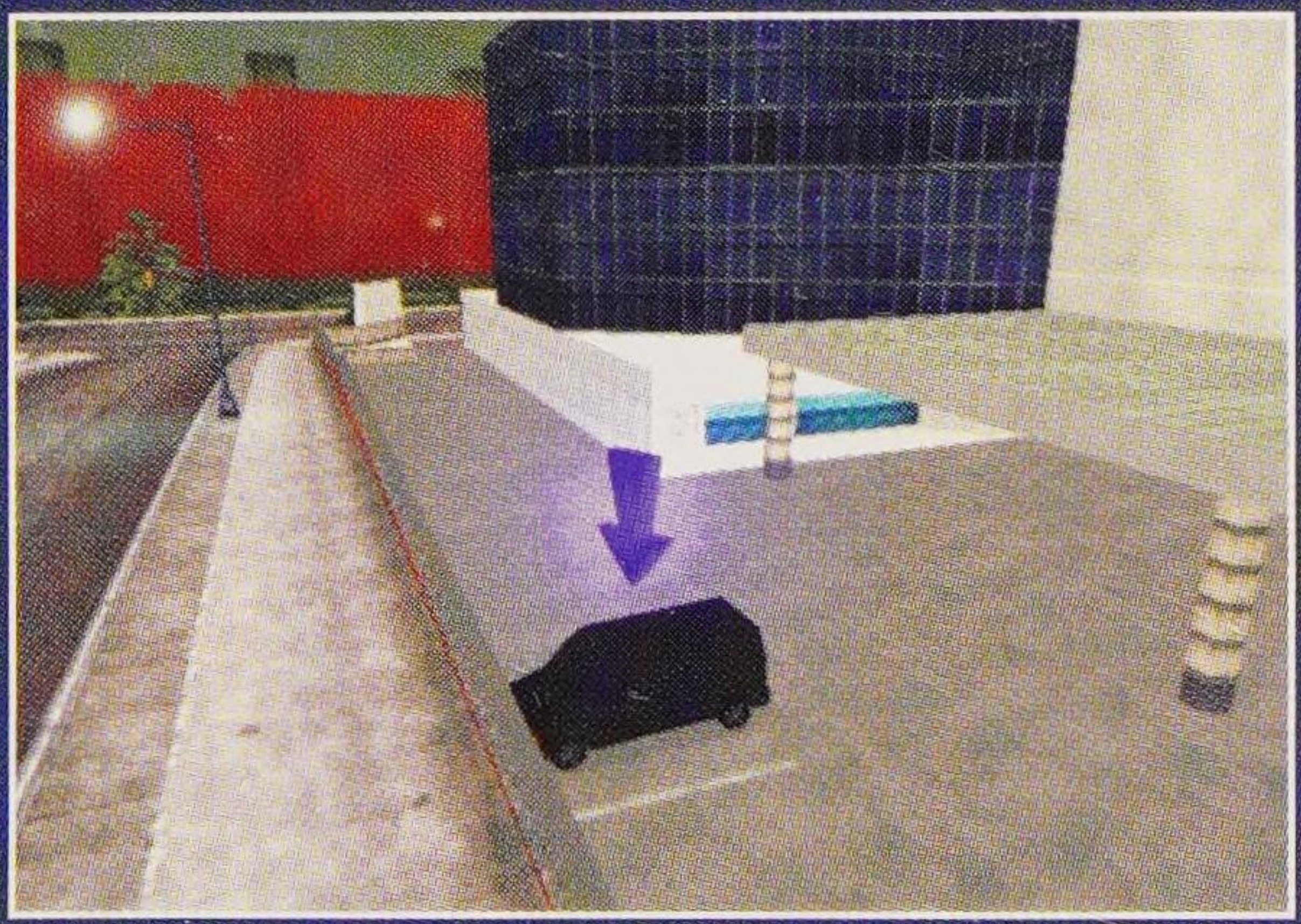
THERE is a meet happening between the Sindaccos and the Forellis to discuss peace terms. Salvatore has fixed Paulie Sindacco's car so you can take control of it and end any potential truce that may occur between the gangs.





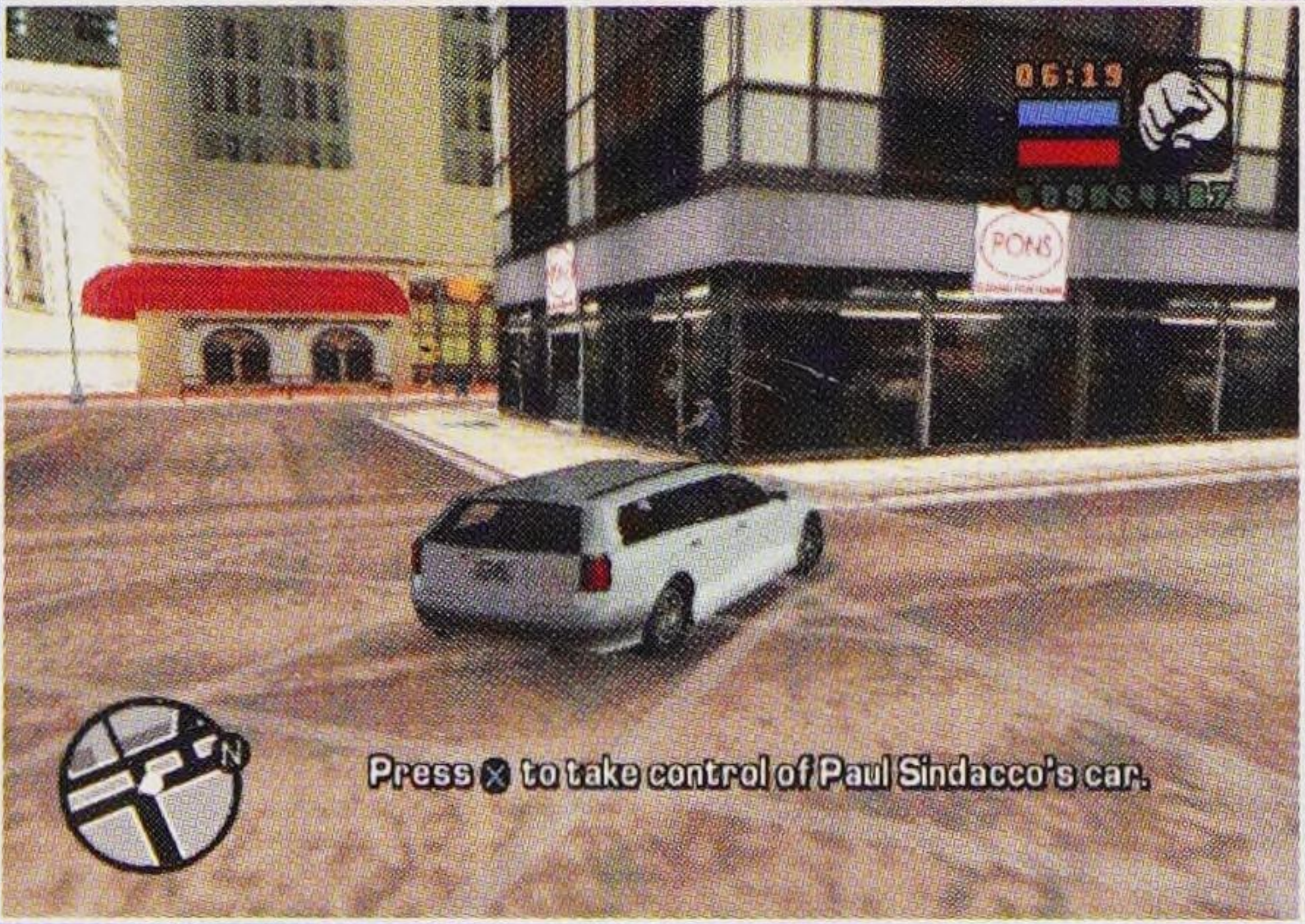
GET TO THE VAN.

Head north out of the campus **(S)** and enter the van parked across the street in the hospital's parking lot **(1)**.



TAKE CONTROL OF PAUL SINDACCO'S CAR.

You can press ⊗ at any time to take control of Paulie's Sindacco Argento **(2)**. We suggest waiting until Paulie takes the car close to the meeting location before seizing the controls. This way, you avoid doing damage to the vehicle on the way. When the Argento's Damage meter is filled, the car explodes and the mission is failed. It is also failed if you allow him to actually reach the location before you take control. Let him get close, but not quite there.



Press ⊗ to take control of Paul Sindacco's car.

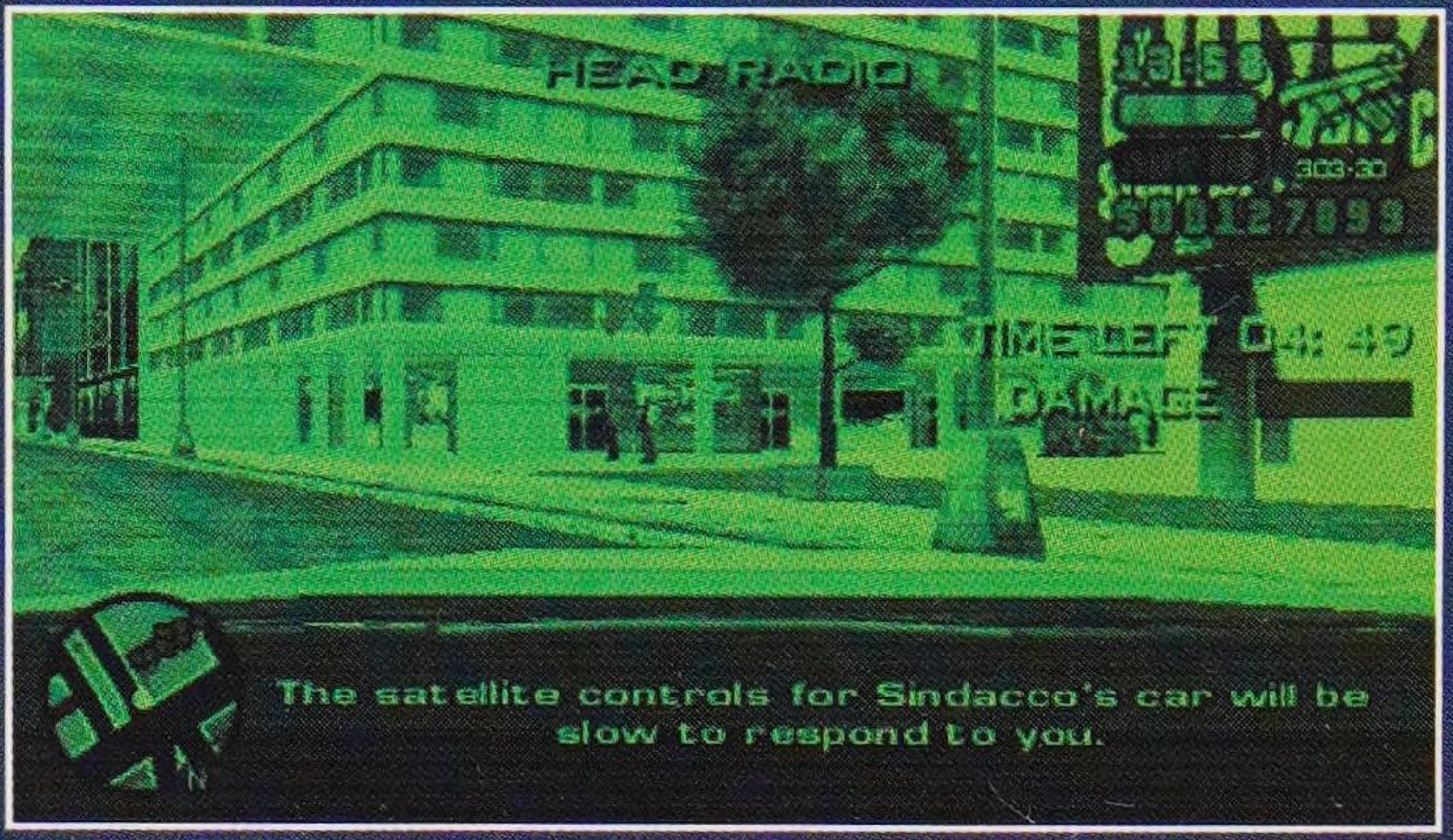
TAKE OUT THE FORELLIS AT THE MEETING BEFORE SINDACCO FINDS THE CONTROL SYSTEM.

Once you've got control of the Sindacco vehicle, you have almost five minutes to complete the mission. When the five-minute timer on the right side of the screen reaches zero, Paulie discovers the control system and ends your remote joyride—mission failure.

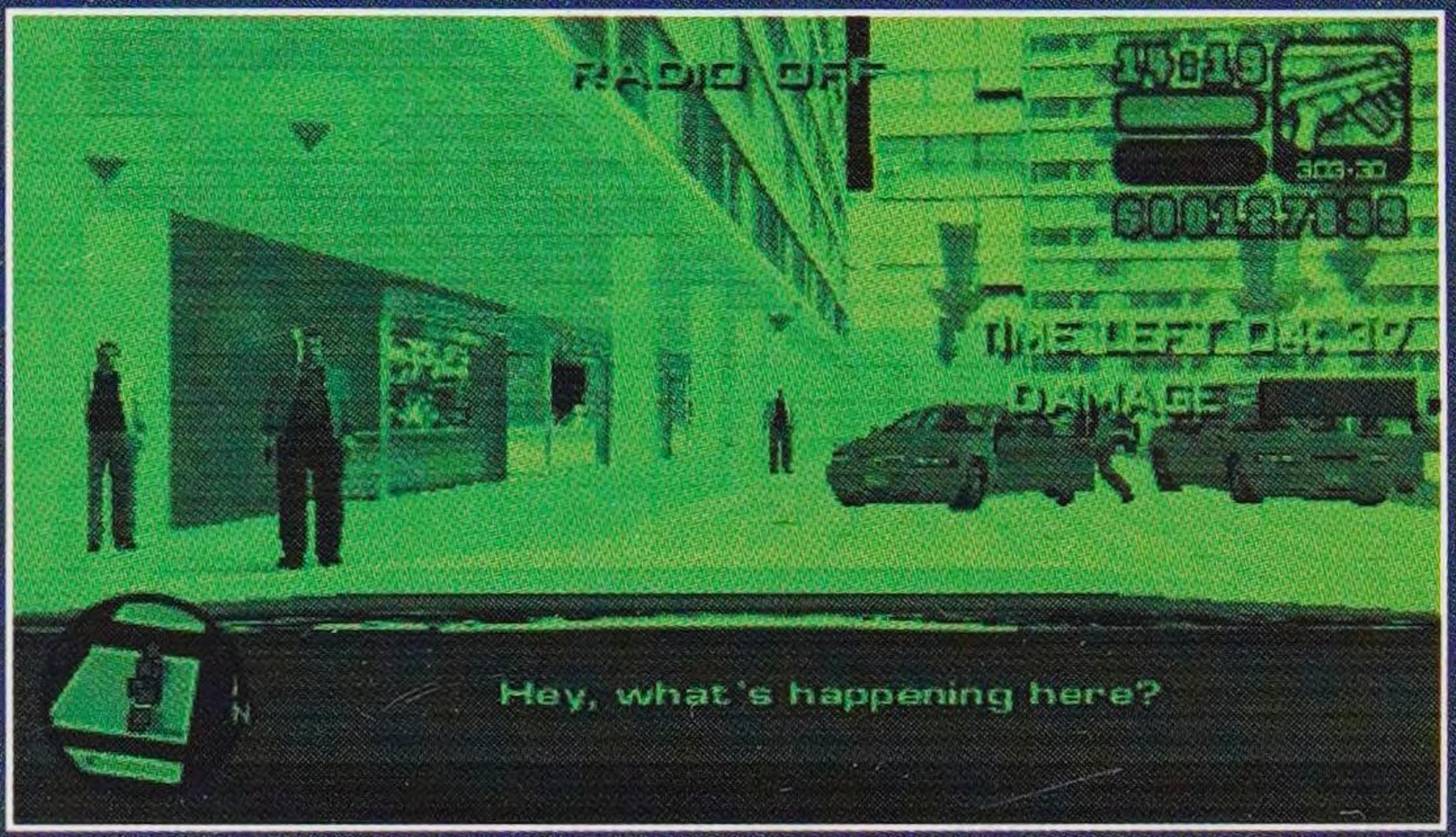
Controlling the vehicle takes a little getting used to; there's a signal delay from the remote to the satellite and back to the Sindacco Argento. Any turning movement you make is delayed slightly, but it doesn't take long to get used to the situation.

You must run down the large number of armed Forellis and Sindaccos gathered on the crowded walkway **(3)**. Gunmen are scattered about and taking cover behind objects such as crates, columns, and parked vehicles. The best method for eliminating them all without taking mission-failing damage is this: speed through the courtyard at a decent clip while trying to run over as many gang members as you can in one pass—without taking extra damage by running into solid objects. Bullets should account for the majority of the damage you receive.

Once you pass through the alley, turn around and wait for the hard-to-reach targets to come at you. Run over them as they leave their cover. If you drive off about a block away and return, the gunmen have time to create even more space between each other as they file out on to the adjacent streets and sidewalks, making it even easier for you to run them over.

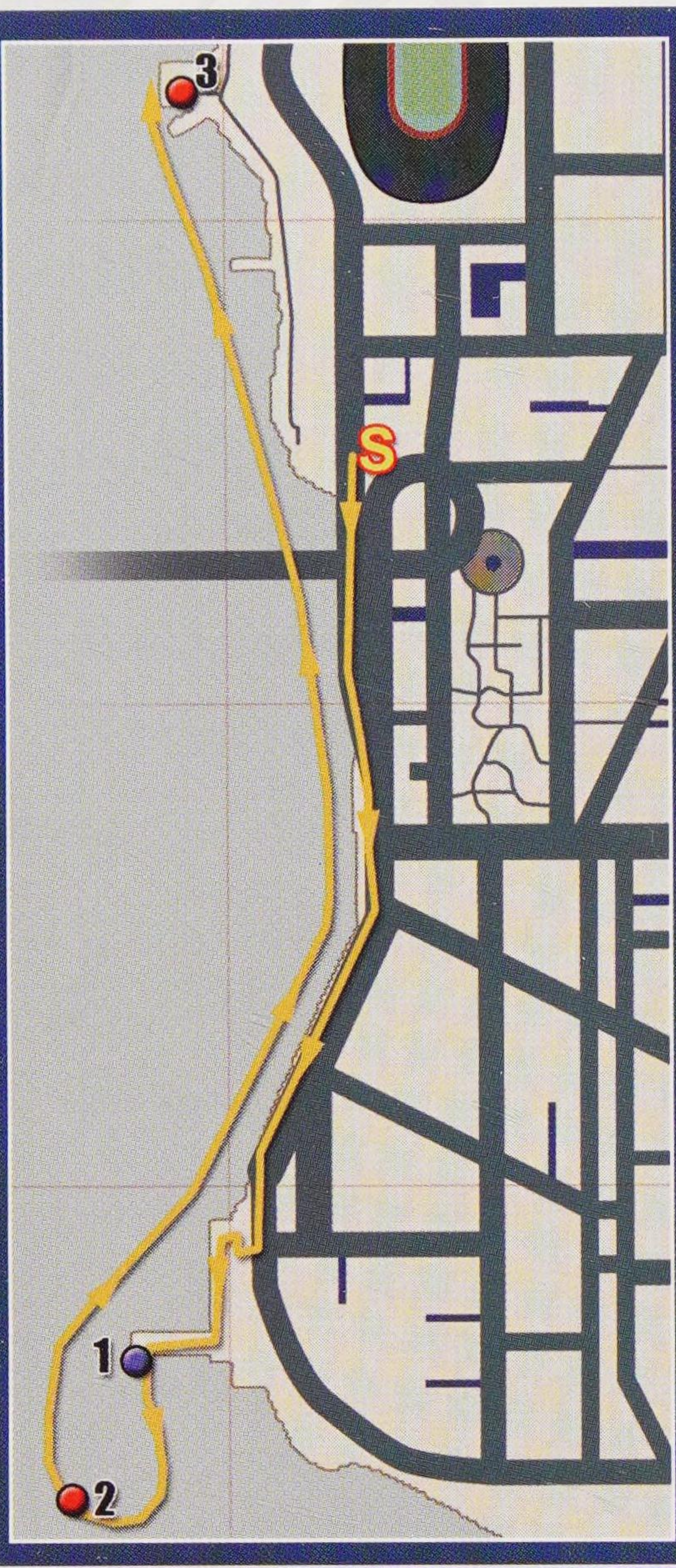


The satellite controls for Sindacco's car will be slow to respond to you.



Hey, what's happening here?

Sal wants you to get to the Belleville Park phone booth. He's got some urgent business to discuss with you. This unlocks Sal's mission, *Shoot the Messenger*.

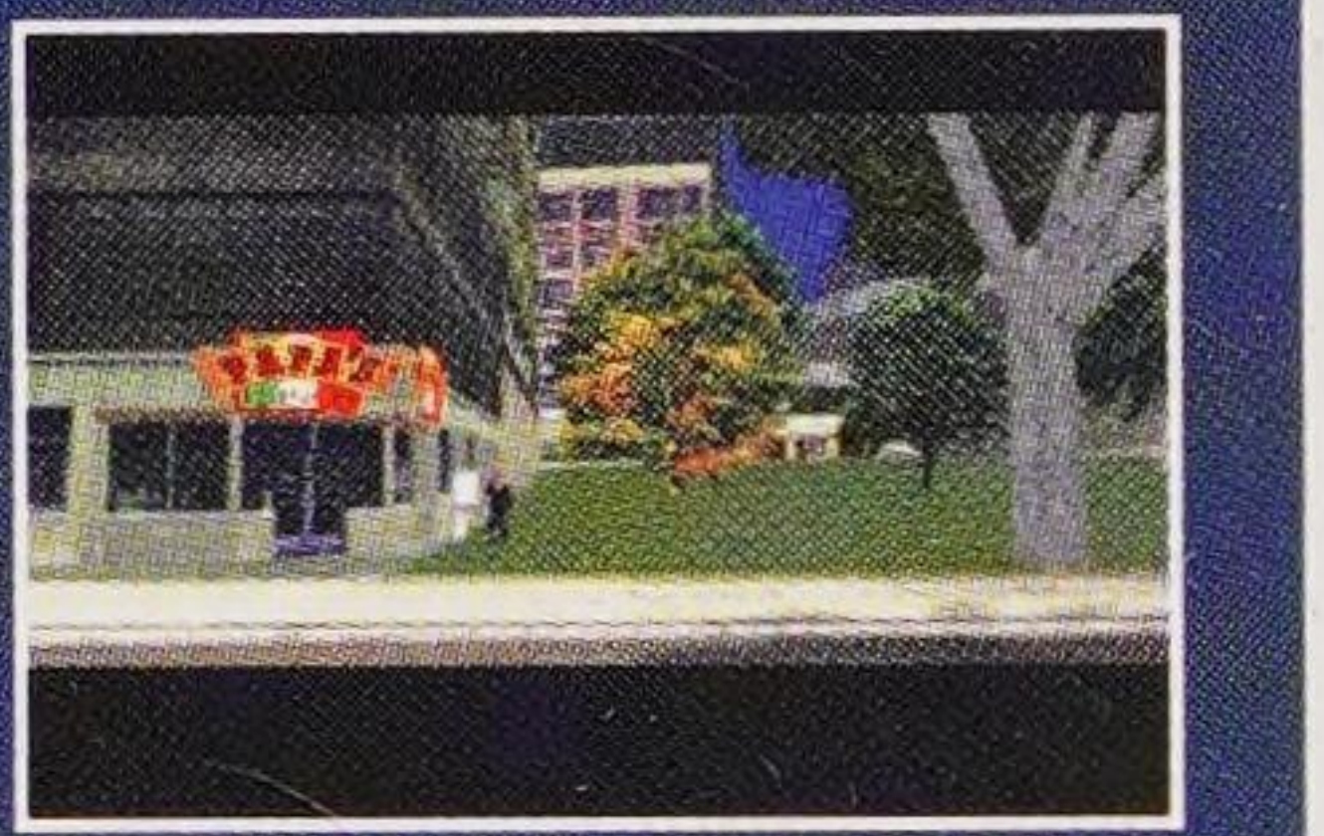


SHOOT THE MESSENGER

REWARD: $3,000

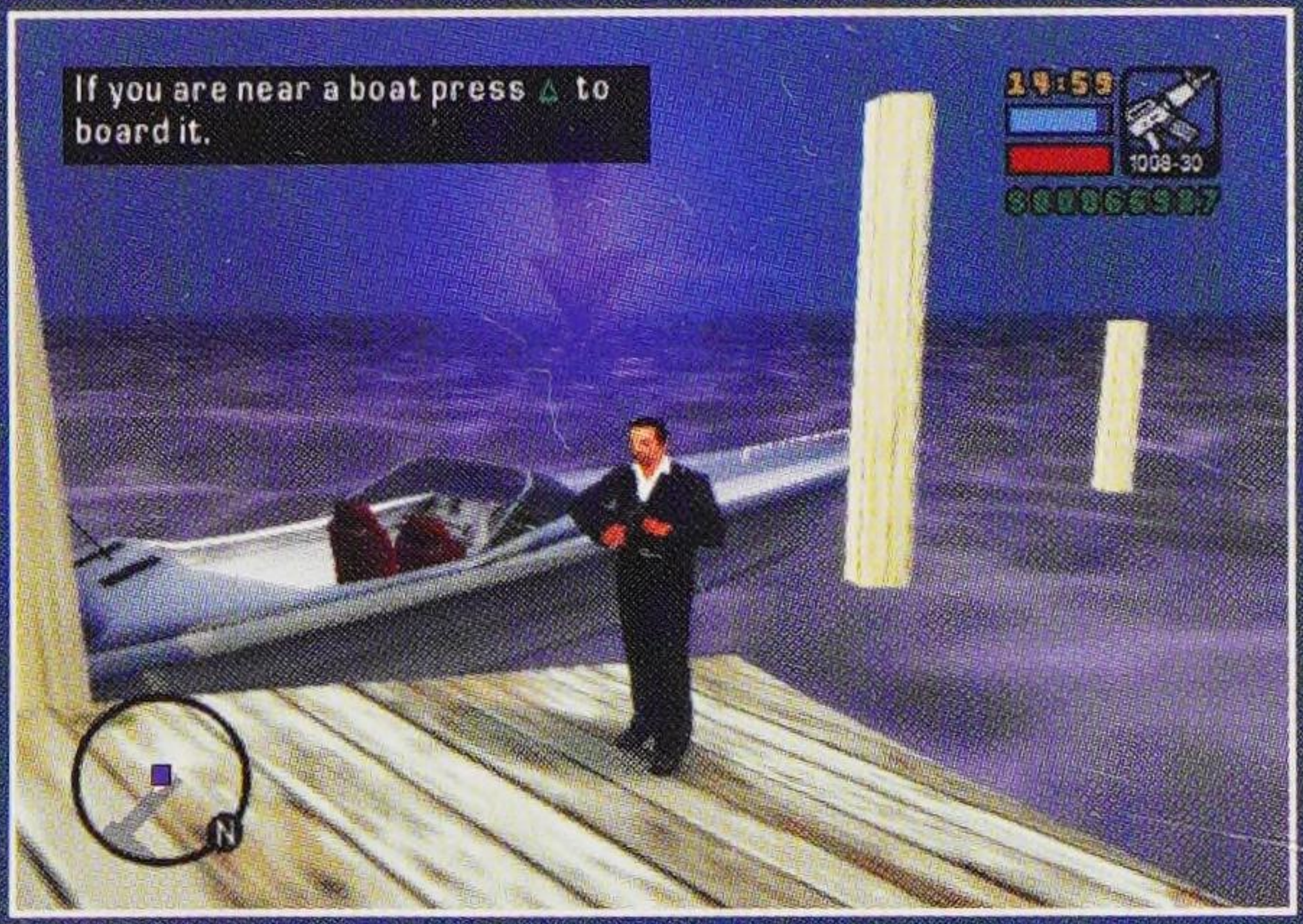
UNLOCKS: Finish this mission and McAffrey's mission, Night of the Livid Dreads to unlock McAffrey's mission, Munitions Dump.

THIS mission is picked up from the phone booth beside Papa's 12-Inch Pizza shop in Belleville Park **(S)**. Some wise guy has found out that the Sicilian mafia is behind the Sindaccos and Forelli feud. This goon is on his way to meet Franco Forelli right now. Salvatore explains that it works to their advantage if Franco knows nothing and this war continues. You must stop the Forelli foot soldier who's about to spill the beans.



SAL HAS LEFT YOU A BOAT AT THE SOUTH WEST PIER. STOP THE WISE GUY.

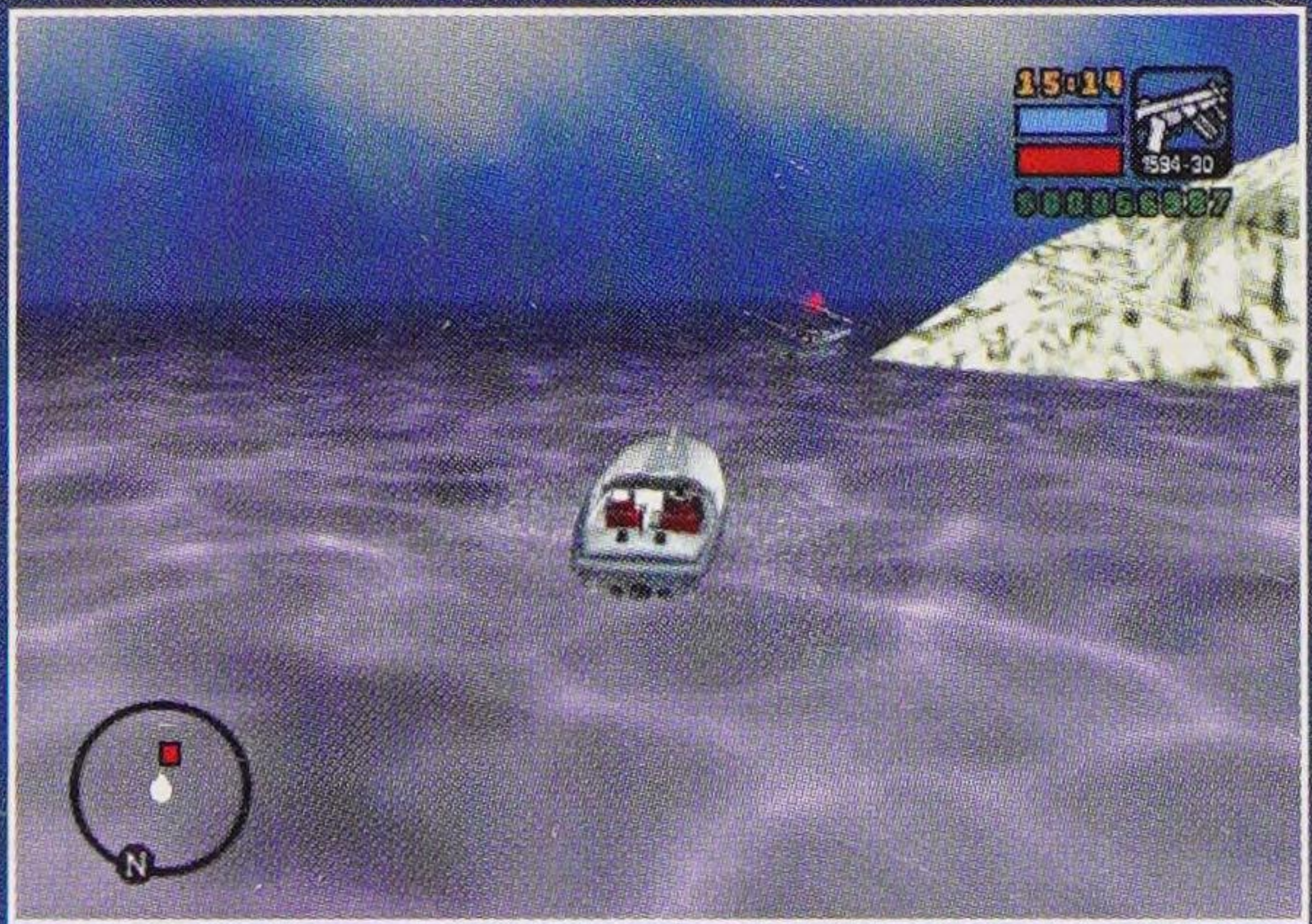
Follow the blue radar blip south to the large pier in Bedford Point **(1)**. Run to the end of the dock where a boat is waiting for you. Press △ from the edge of the pier to enter the boat automatically.



If you are near a boat press △ to board it.

HE'S HEADING ALONG THE COAST. GO GET HIM!

Once in the boat, you receive a text message indicating that the wise guy is heading along the coast. Follow the red radar blip left toward the large rock jutting out of the water **(2)**. The wise guy's boat is behind this rock. When you approach it, the goon takes off.



HE'S HEADING BACK TO FRANCO FORELLI!

Once discovered, the wise guy cruises off for Franco Forelli's place in Aspatria. Follow the boat while attempting to take it out with some drive-by shooting. This is very difficult as the wise guy is very fast and evasive.

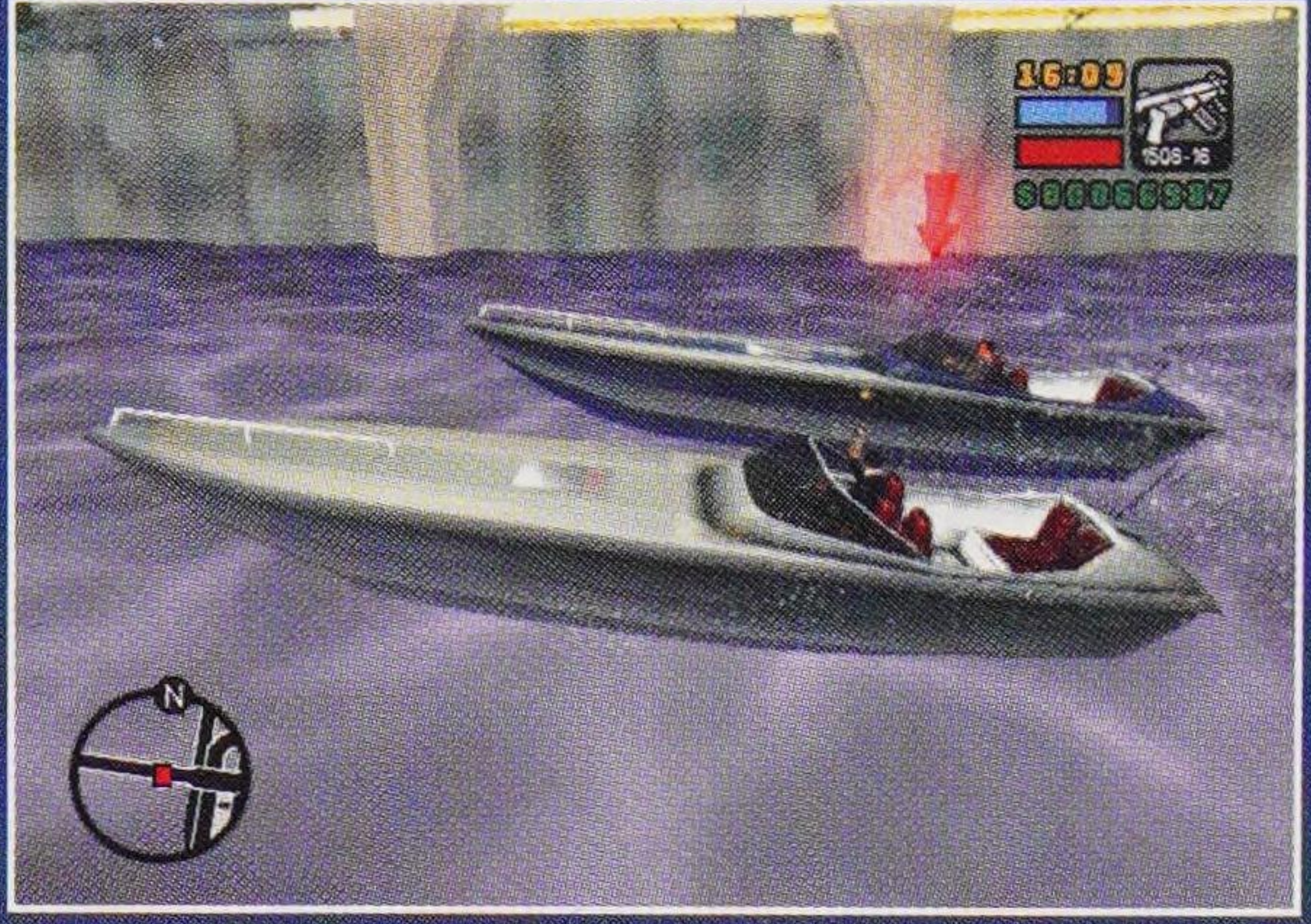
It's even better if you remain a safe distance from the wise guy's boat. When close to his craft, you get return fire that seems to cause a tremendous amount of damage to your boat.

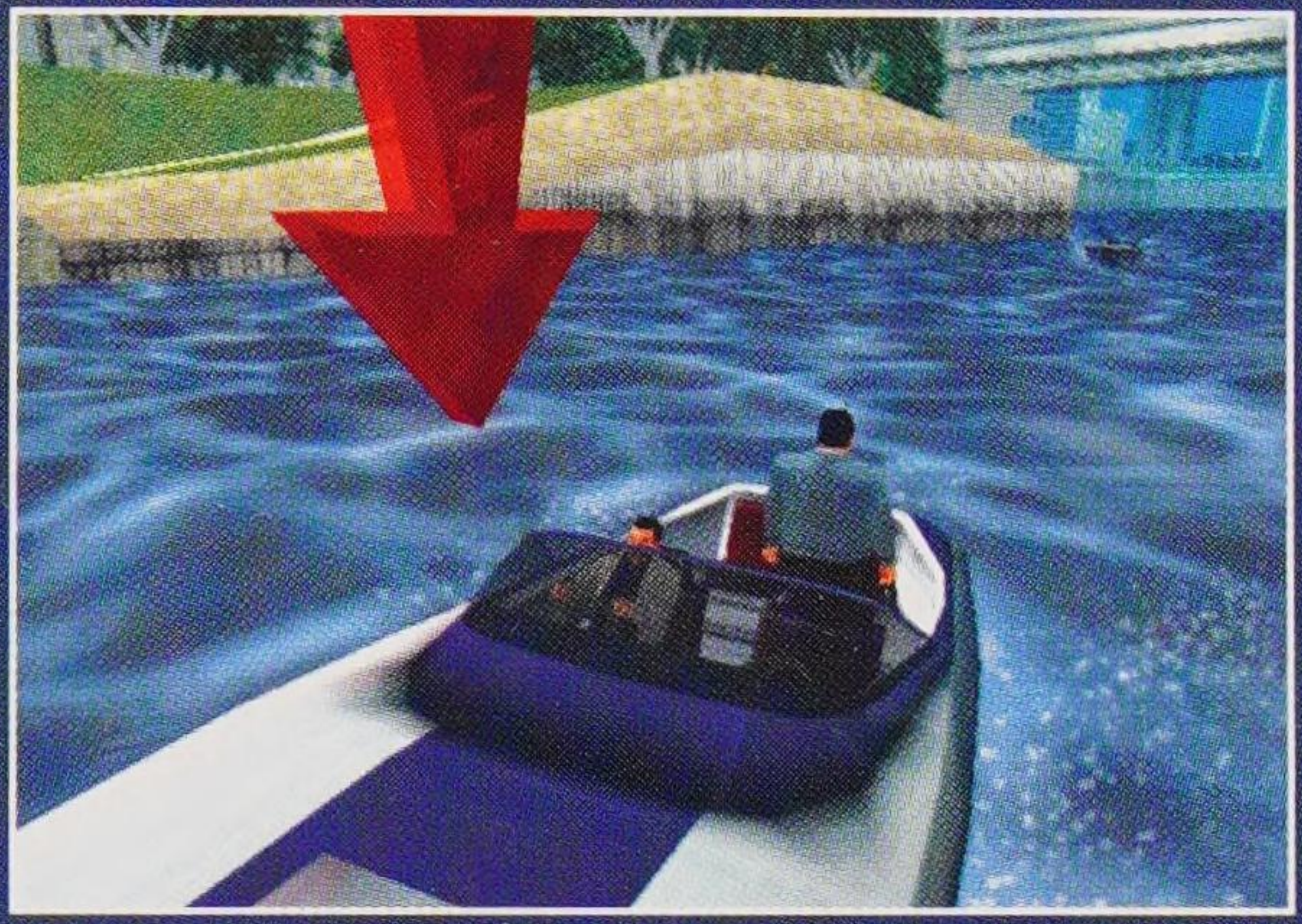
Simply follow the boat to the dock in Aspatria **(3)**. As soon as control is returned to you after the short cinematic, press △ to release the boat controls. Quickly turn to the left and shoot the fleeing wise guy with a submachine gun using the auto-targeting button. Ignore the gunner on the next pier or quickly take him out first. If you don't kill the primary target from this spot, you are likely to lose him by the time you chase him up the stairs and out onto the nearby street.

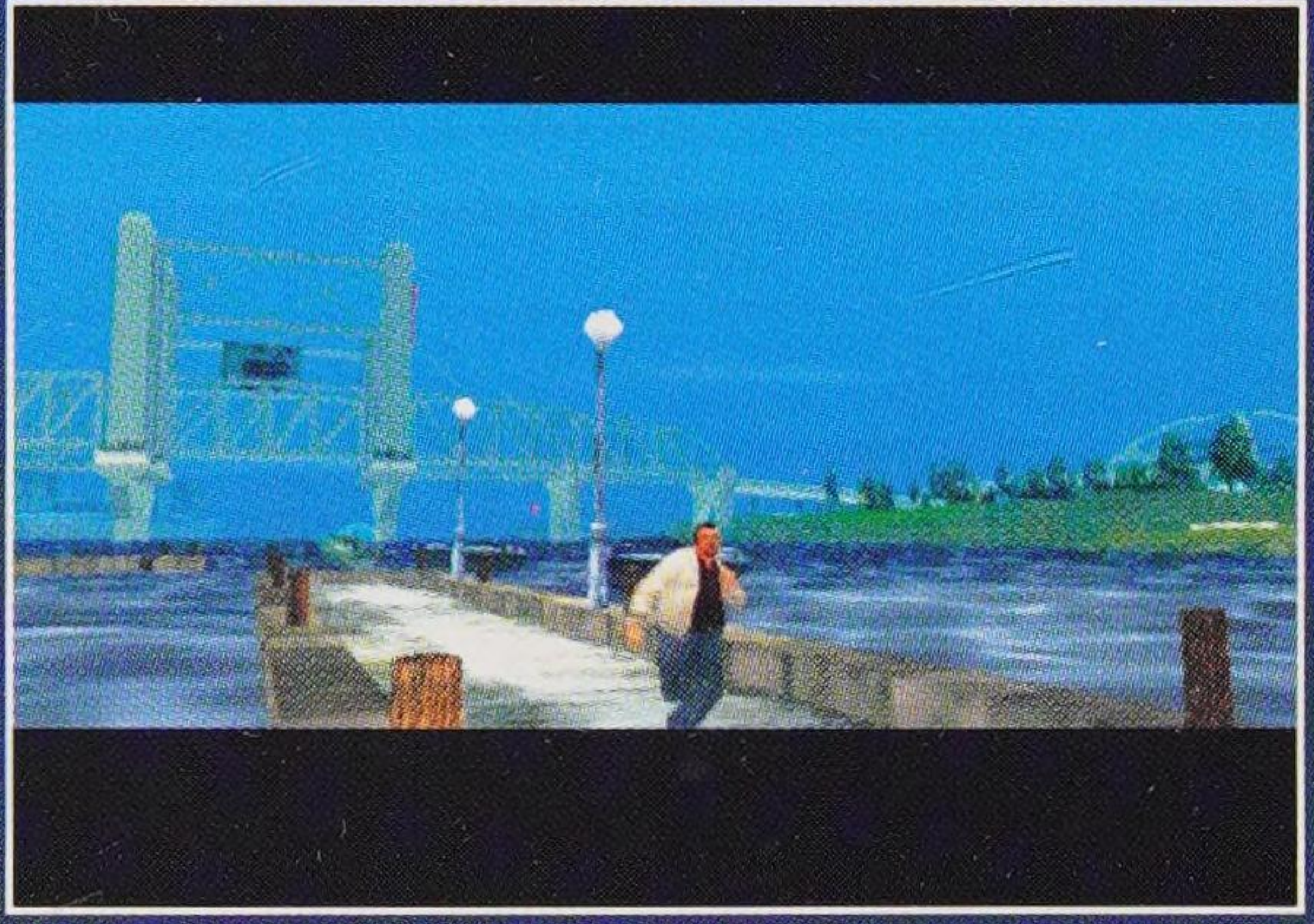
If you do chase him up the stairs, take the parked Sanchez from the walkway at the top of the steps. Chase the wise guy as he escapes in a Manana. Use drive-by shooting to take him out.

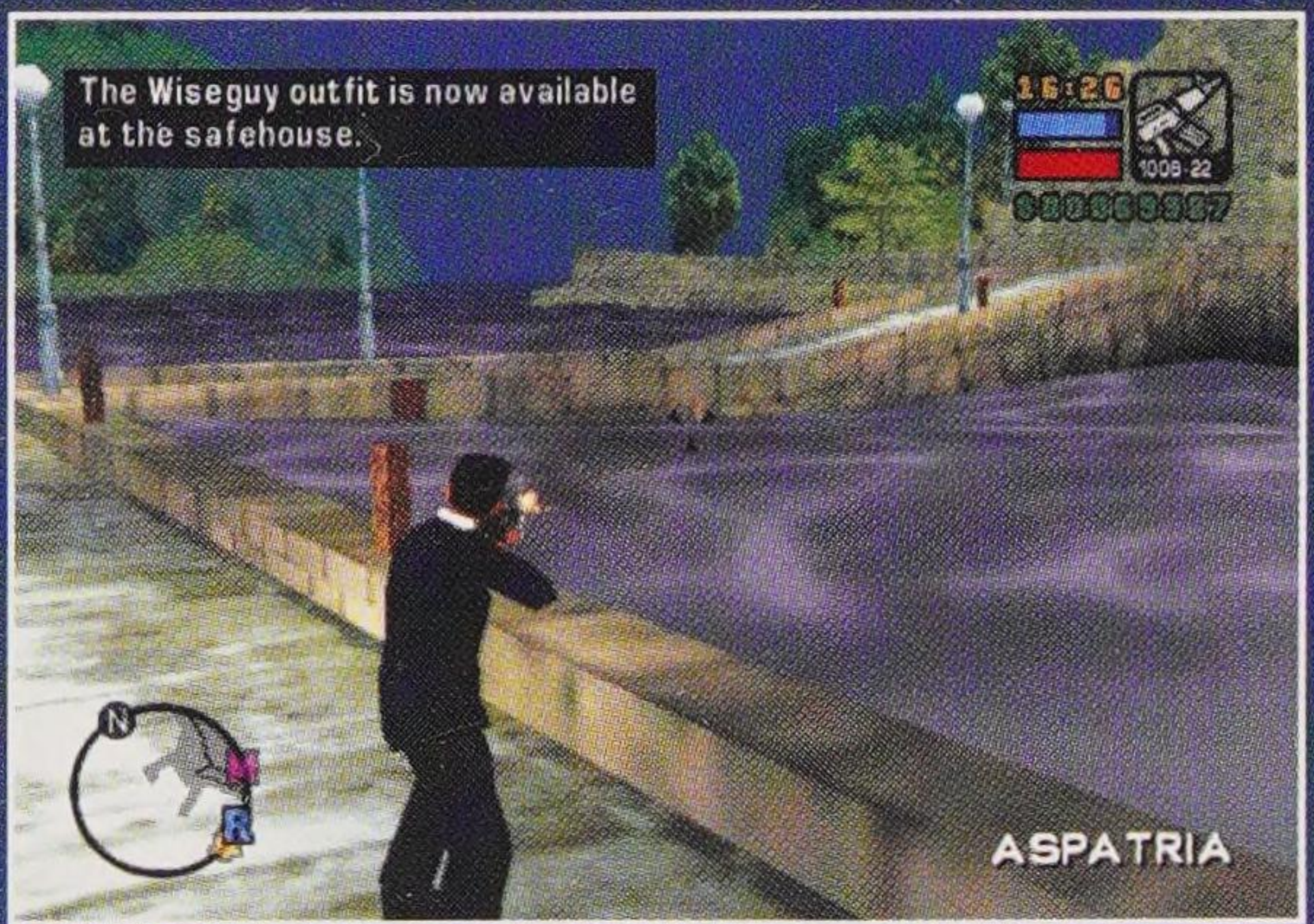
TIP.

This is the first time you have access to a boat on this side of the island, which means you can now reach Shoreside Vale and collect more Hidden packages!








The Wiseguy outfit is now available at the safehouse.

ASPATRIA

THE WISE GUY OUTFIT

The Wise Guy outfit becomes available at all safe houses after completing *Shoot the Messenger*.

DONALD LOVE

DONALD LOVE, as many of you know, first appeared in *Grand Theft Auto 3* as a corrupt businessman that provided missions for Claude (the protagonist that was eventually given a name in San Andreas). Love is a wealthy, well-respected, and much loved figurehead in Liberty City. However, he has a dark side that few have witnessed. He can be extremely ruthless and has an insatiable appetite for the flesh. His mission strand is opened after you complete Salvatore's mission, *Making Toni*.

THE MORGUE PARTY CANDIDATE

REWARD: $1,000

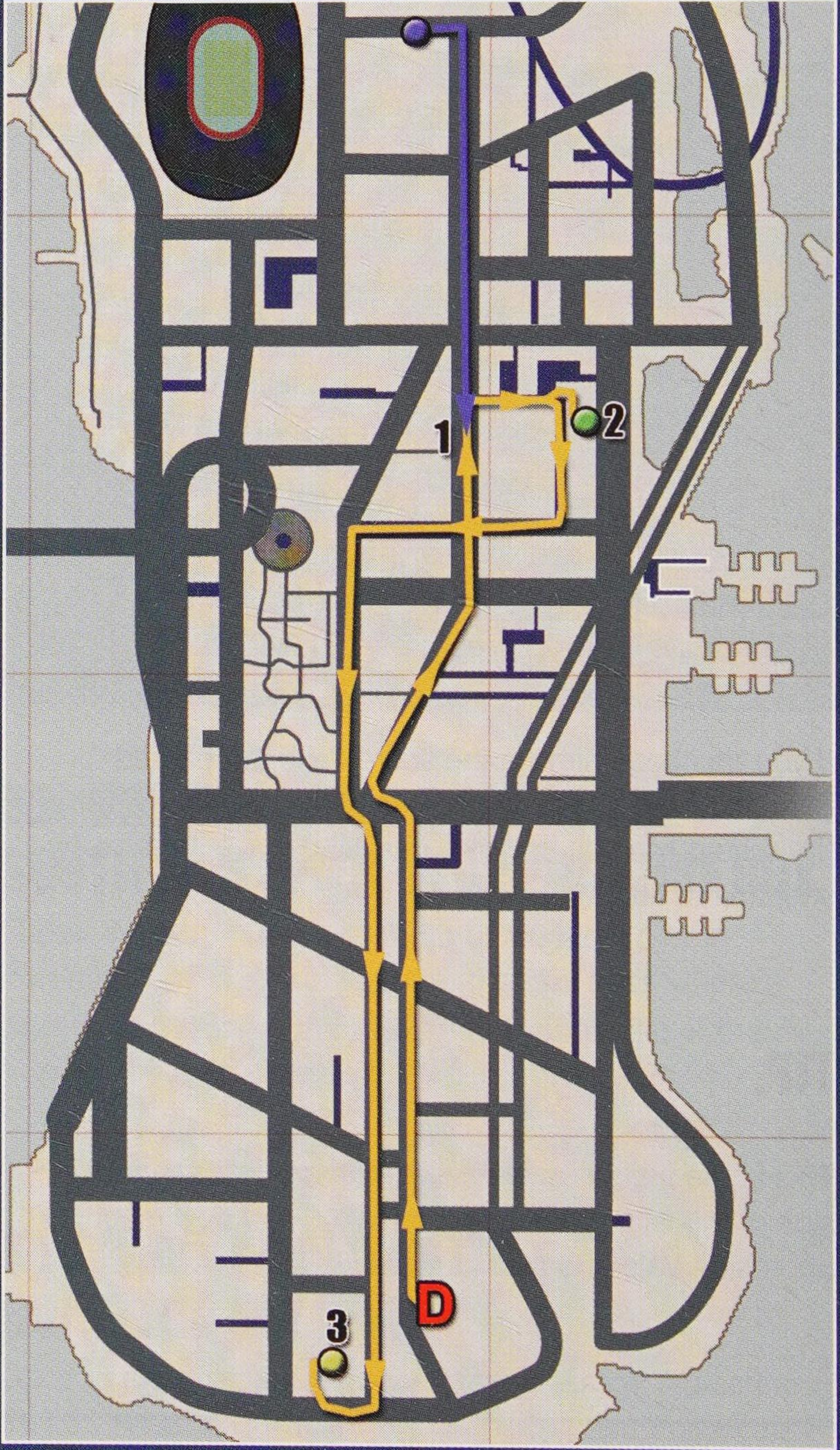
UNLOCKS: Donald Love's mission, Steering the Vote

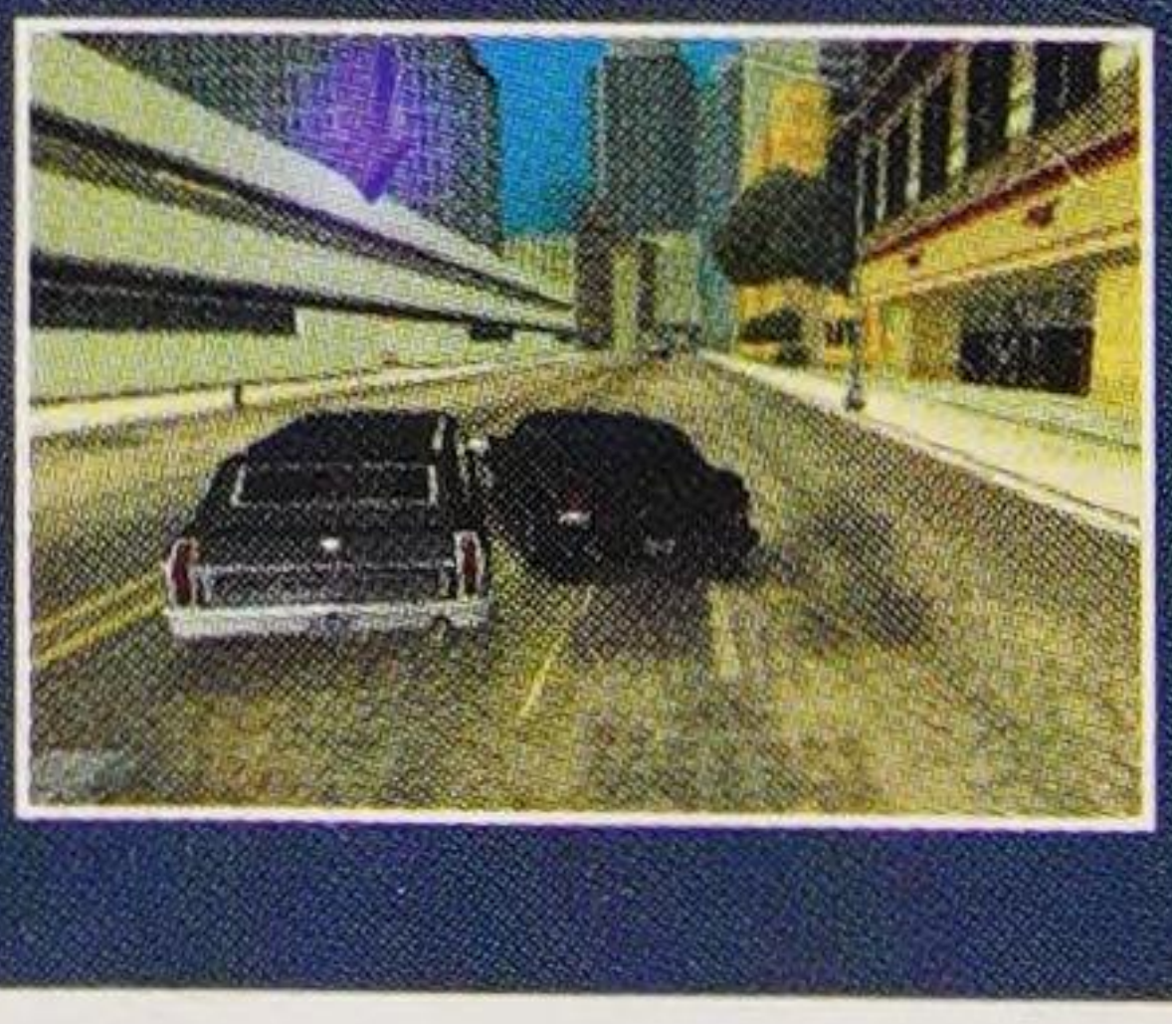
OTHER UNLOCKABLES: L.C. Confidential and Salvatore's mission, Caught in the Act

DONALD Love can be found at his high-rise office in Torrington **(D)**. Visit him for the first time and you'll find him ecstatic about attending the first annual morgue party. Before you know it, both of you are off to pick up the guest of honor, who's on the way to the pathologist.

STEAL THE HEARSE BEFORE IT REACHES ITS DESTINATION.

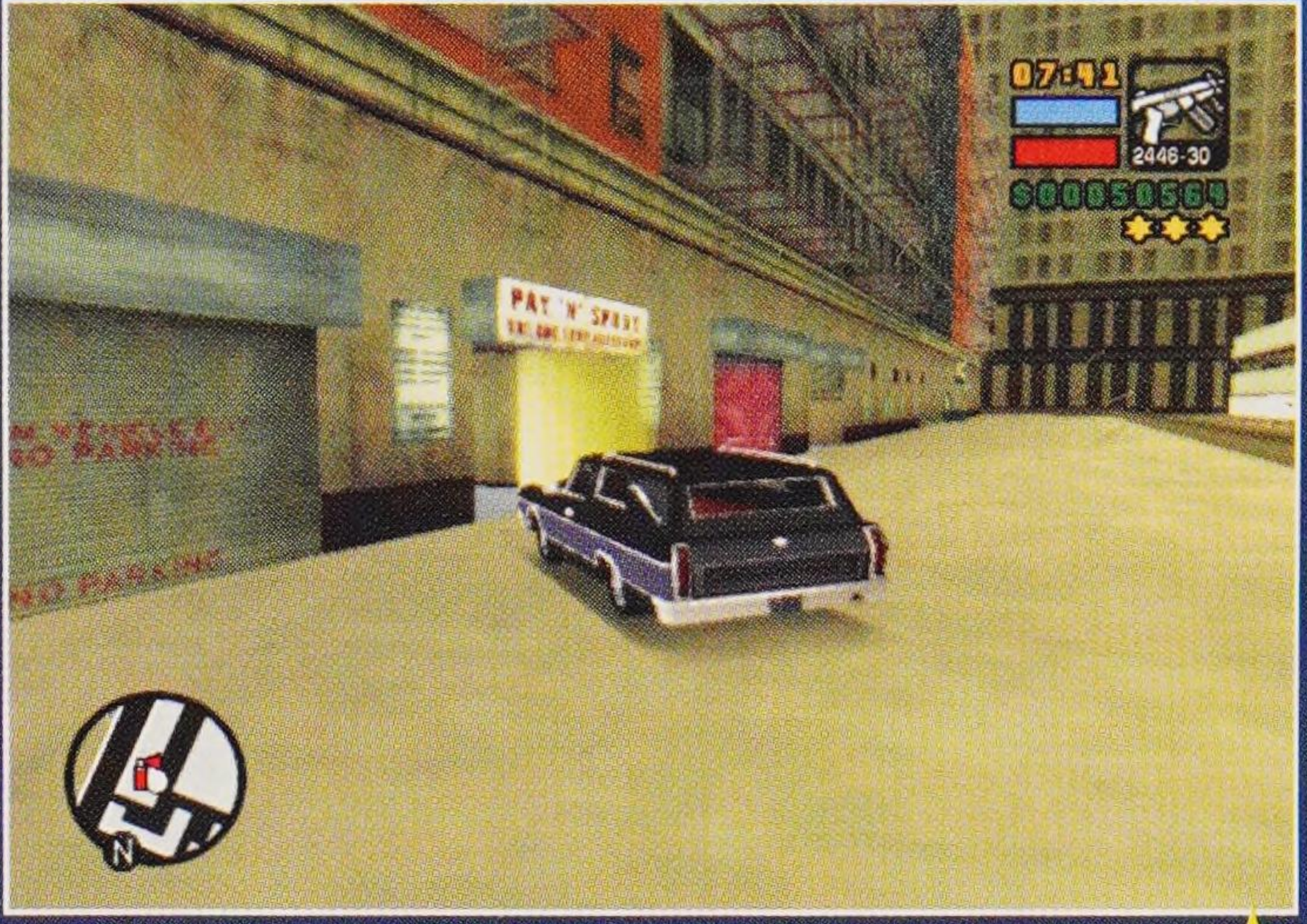
Jack a car or the Angel that's always parked outside Donald's office and follow the blue blip on the map to Newport where you can catch up to the hearse, indicated by the blue arrow overhead. Smash into the hearse until the mortician escapes, or use a forward drive-by if you're on a bike, then exit your vehicle and hop in the hearse **(1)**.





THE COPS HAVE BEEN ALERTED, SO LOSE YOUR WANTED LEVEL!

Upon entering the hearse, you receive a three-star Wanted Level. Follow the red blip on the radar to the Pay 'n' Spray—also in Newport and very close to your safe house **(2)**. There are no Police Bribes closer than the spray shop, so take the most direct route, avoiding the law as best as you can along the way.



TAKE THE CAR TO DONALD'S GARAGE.

Once you lose the Wanted Level, you receive the next objective. If you get a new Wanted Level, you must lose the heat before you proceed with the mission. Follow the yellow blip on the radar to Bedford Point and pull the hearse into Donald's garage **(3)**. Exit the vehicle and the garage to complete the mission.

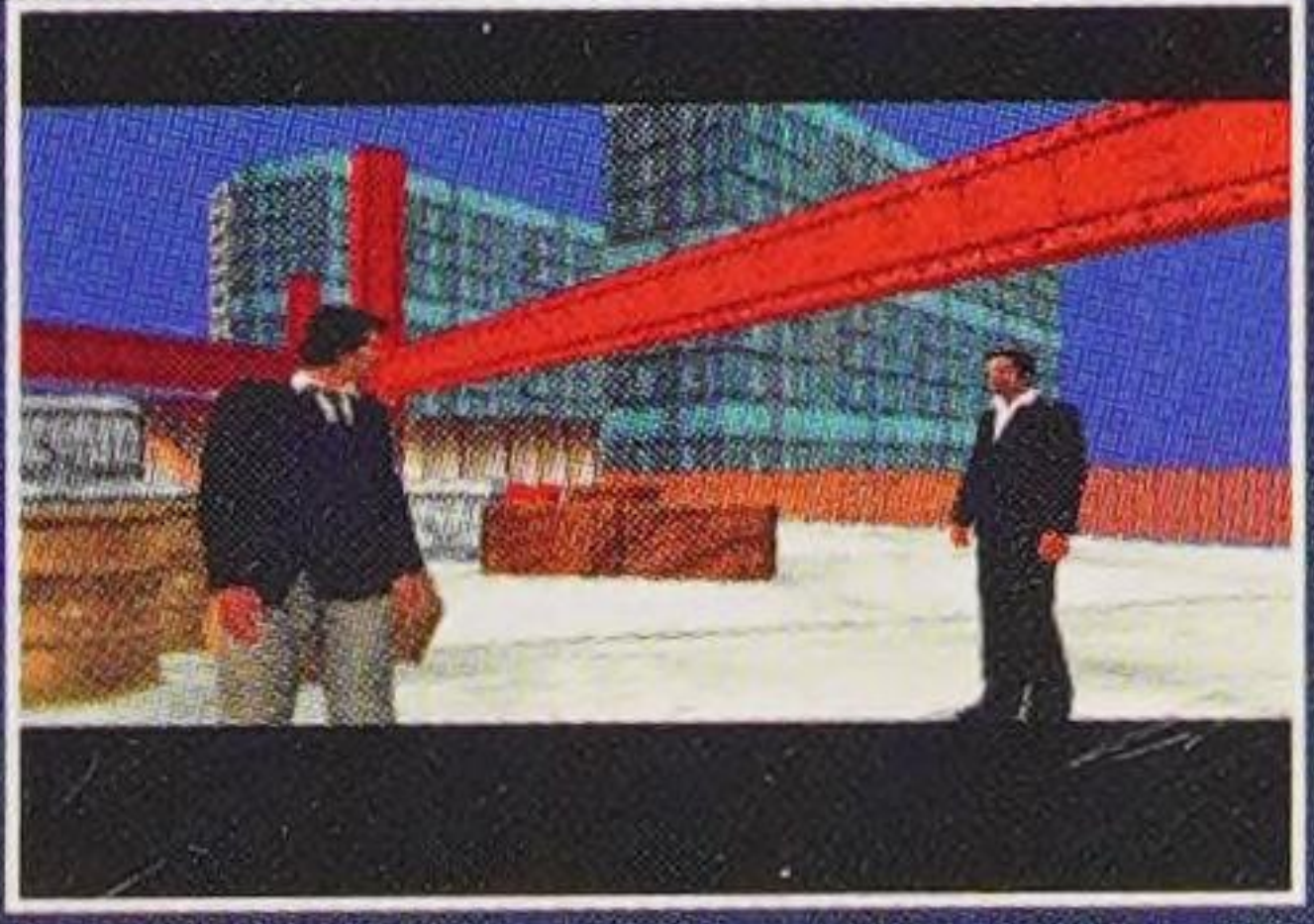
Sal calls and wants you to meet him at the jetty to do a little fact finding on the Forellis. This unlocks Salvatore's mission, *Caught in the Act,* and the *L.C. Confidential* mission.

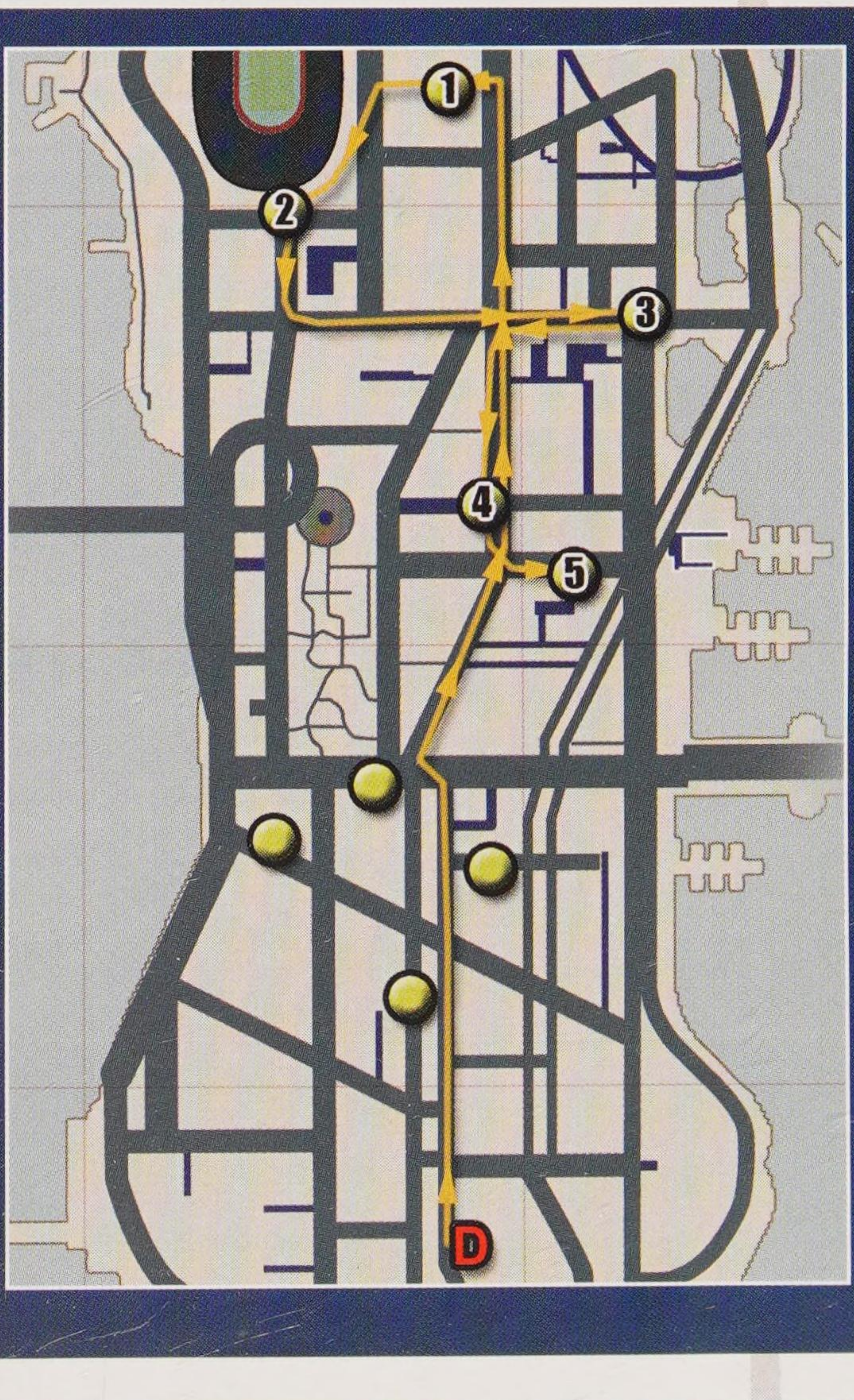
STEERING THE VOTE

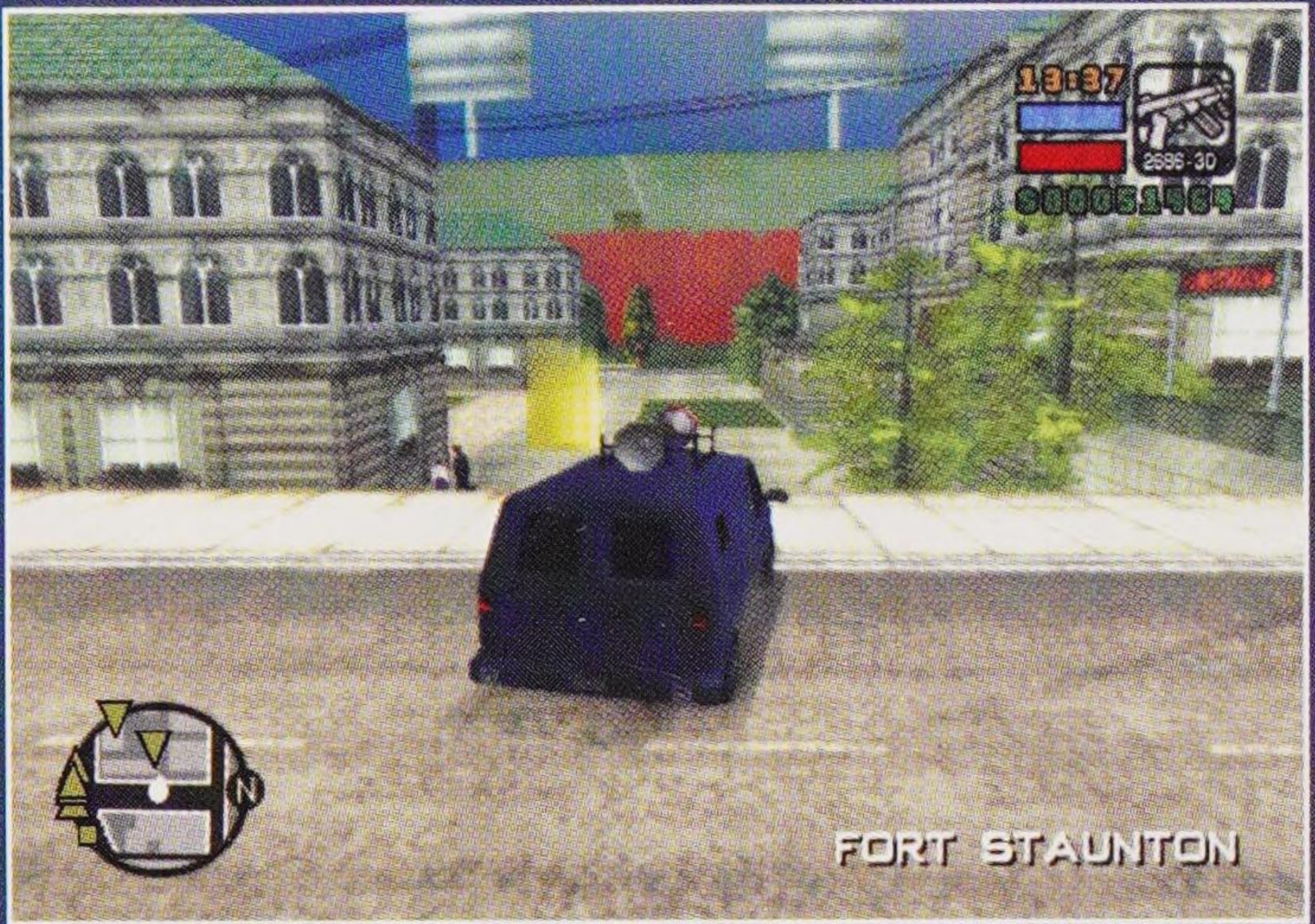
REWARD: $1,500 + $50 for extra areas held

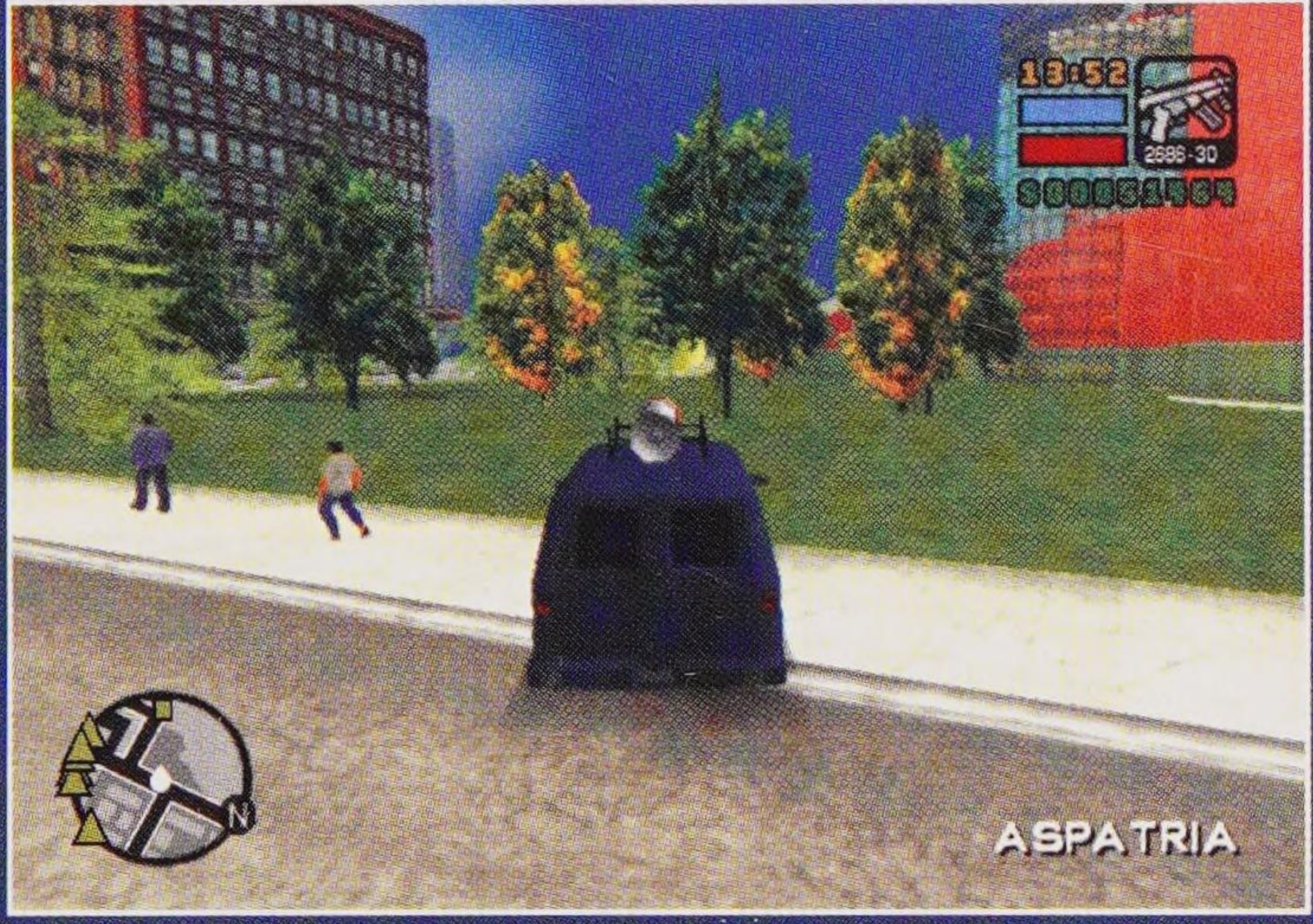
UNLOCKS: Donald's mission, Cam-Pain

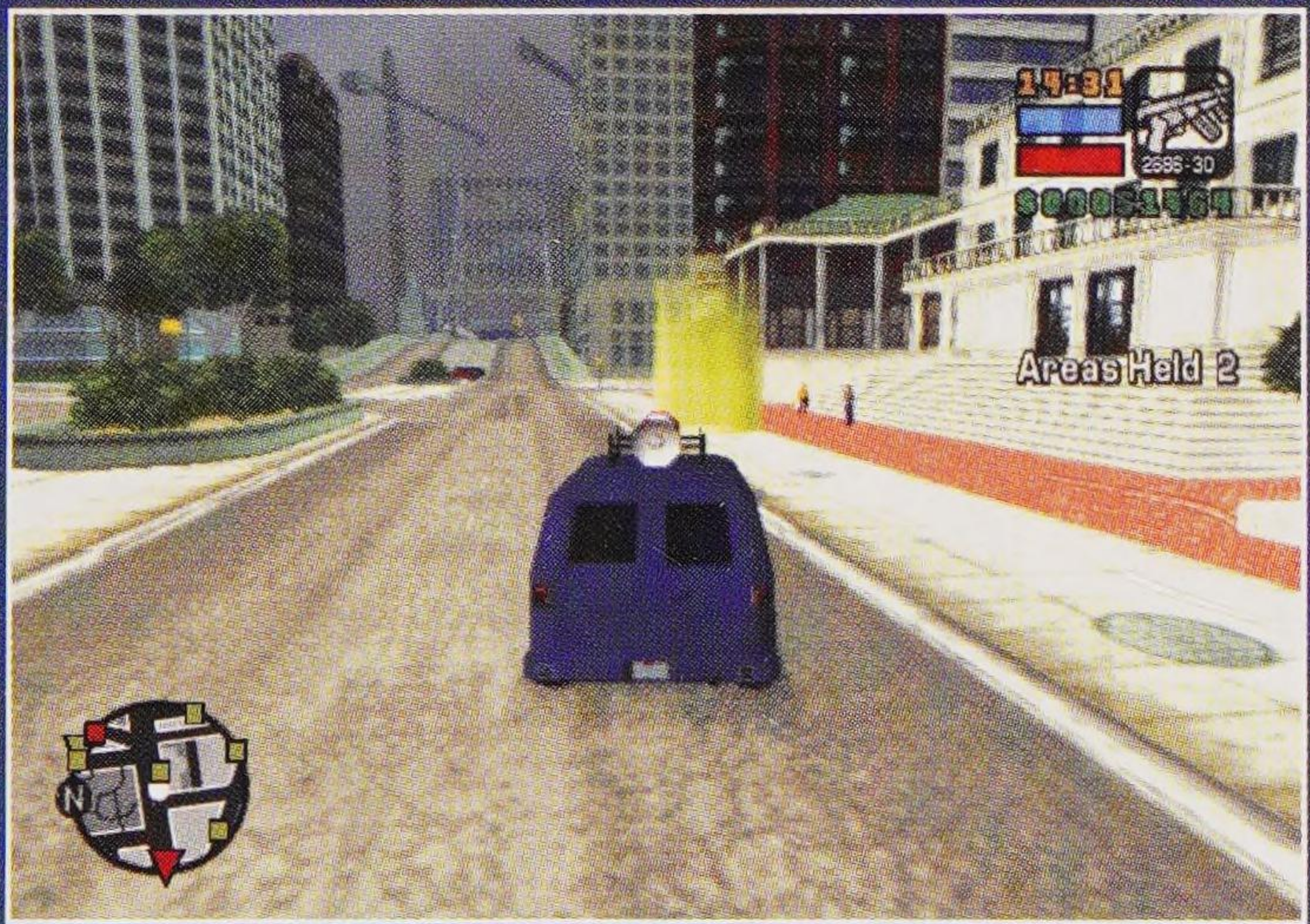
DONALD'S election rival, O'Donovan is becoming a threat to his being elected mayor. He wants you to campaign just as hard as his campaigners are to shore up the marginal votes.











DRIVE THROUGH THE MARGINAL VOTING AREA CHECKPOINTS TO WIN THEIR VOTES.

Make sure you have a submachine gun before taking this mission. Get in the van just outside Donald Love's office with a blue arrow over it. Spread throughout the northern section of the city are yellow markers representing marginal voting areas. Drive through a marker and the loud speaker on the van blurts out Donald's campaign slogans. When you hold five voting areas, the campaigning objective is complete. You must accomplish this within five game hours.

O'DONOVAN HAS PUT HIS VANS OUT TO WIN BACK THE VOTES!

The moment you drive through the second marker, two of O'Donovan's campaign vans enter the equation. They attempt to take back areas that you've already convinced to vote for Donald. When they campaign in those "held" areas, you lose that area to O'Donovan. Your Areas Held meter on the right side of the screen tracks your voting area progress. Yellow markers reappear in areas that need to be reclaimed. Try to minimize damage to your van; you need to keep it throughout the entire mission.

O'Donovan's vans appear to the south, so it's a good idea to head to the northernmost voting areas to begin your campaign. Drive through as many of the northern markers as you can. Check out the route on our mission map. Driving through the yellow markers in the numerical order of voting areas we've marked is a great tactic **(1, 2, 3, 4 & 5)**. By the time O'Donovan's vans hit the areas up-north, you will have already completed the first objective. Once you've obtained five areas, you cannot lose them. Do not attempt to take out the vans before completing the voting area objective; O'Donovan simply deploys more vans if you destroy one. You may want to stop at the Pay 'n' Spray to repair your van before working on the next objective.

NOW YOU HAVE ENOUGH AREAS, SO TAKE OUT THE OPPOSITION VANS TO PREVENT O'DONOVAN FROM GETTING ANY MORE.

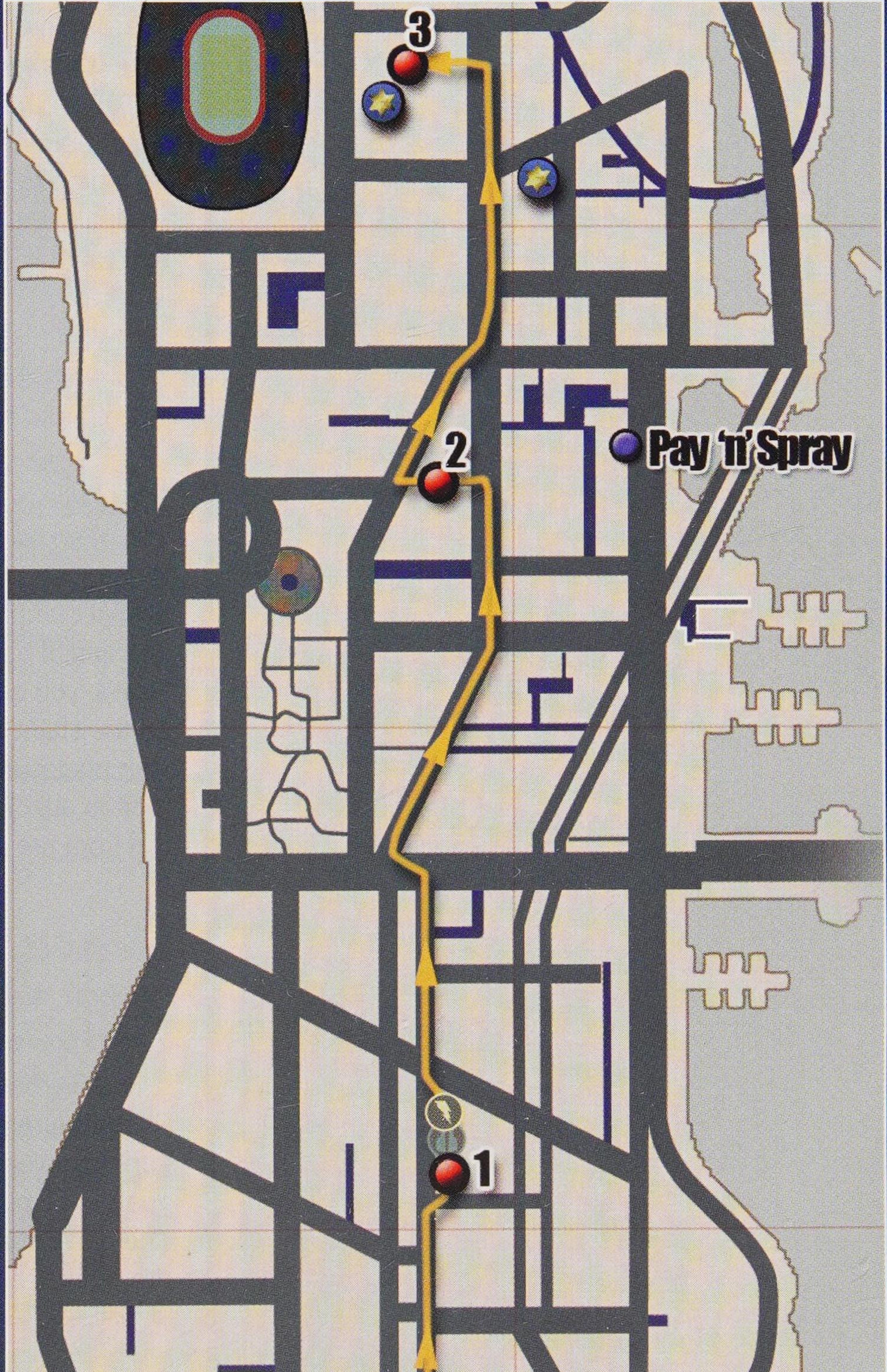
Follow the red blips on the radar to locate O'Donovan's pink campaign vans. Perform drive-bys on them, but make sure you get away when they catch fire; a nearby explosion will destroy your own vehicle. Drive through the remaining voting areas for bonus cash at the end of the mission while chasing the opponent's vans. Once all of the vans are destroyed, the mission is complete.

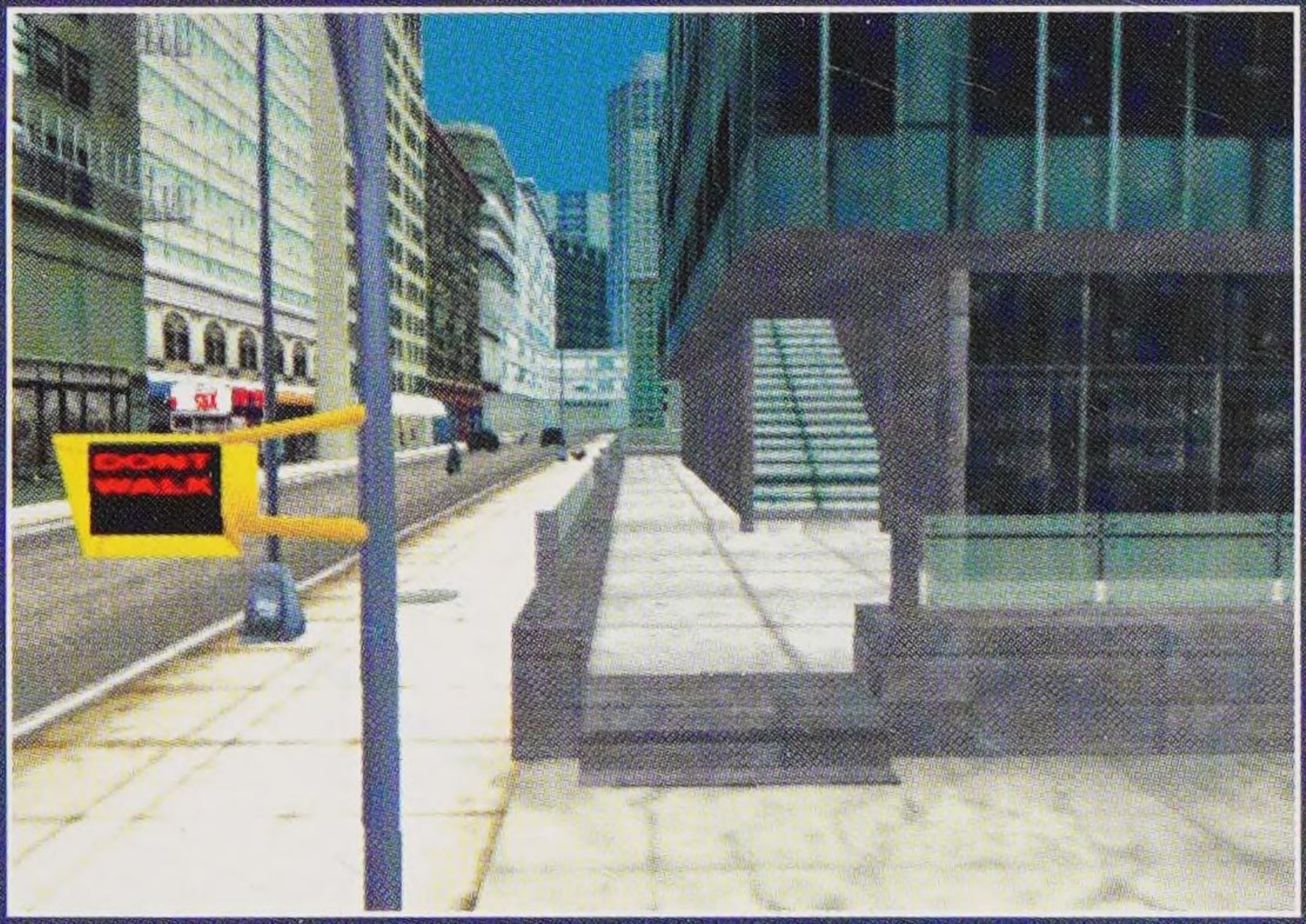
CAM-PAIN

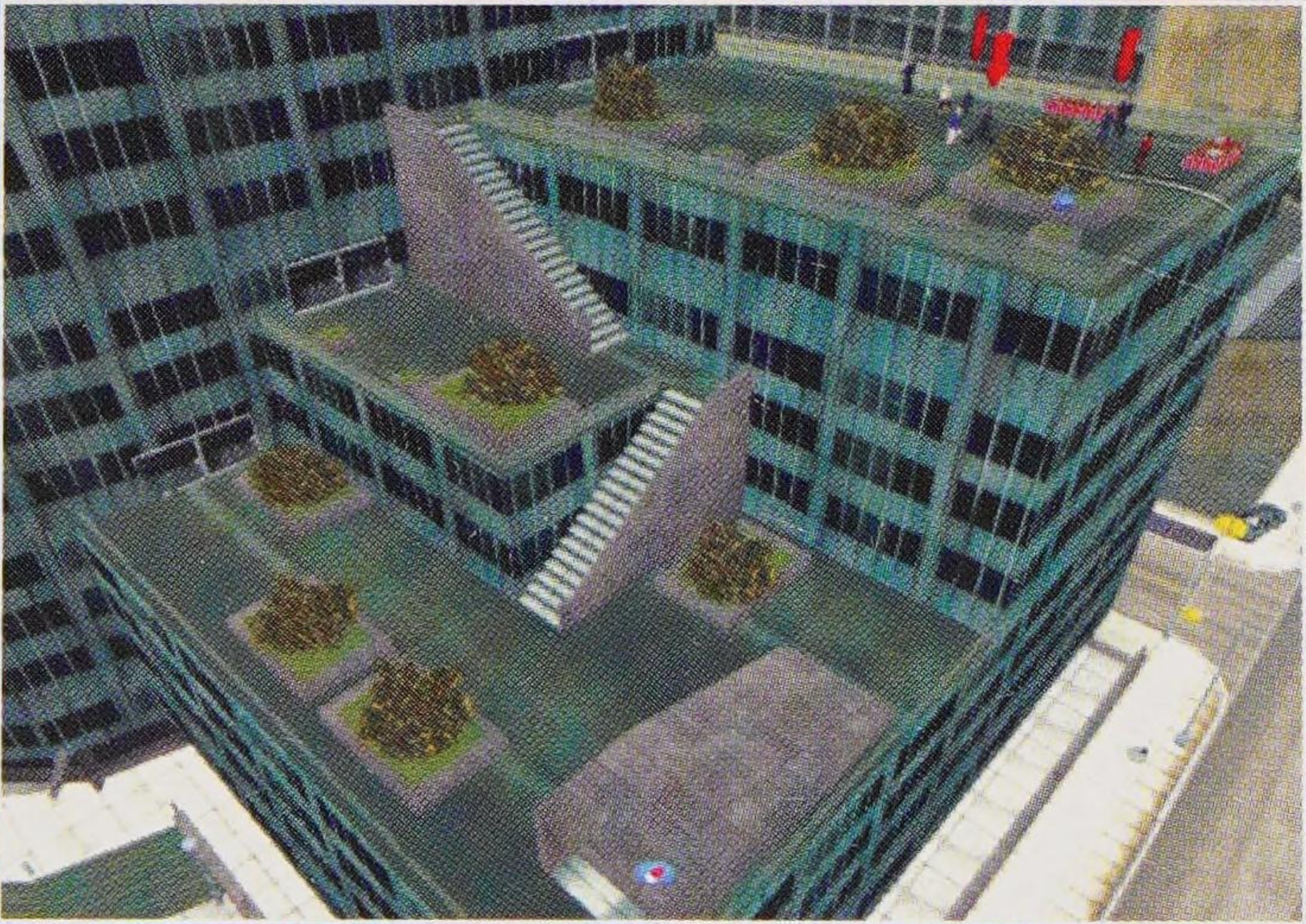
REWARD: $1,500

UNLOCKS:
Donald's mission, Friggin' the Riggin'

TONI must get rid of the O'Donovan's campaign workers to weaken the Forelli candidate and his electoral campaign efficiency. These party workers will be shadowed by protection, both official and unofficial.







KILL THE OPPOSITION'S CAMPAIGN WORKERS WITHIN FOUR GAME HOURS.

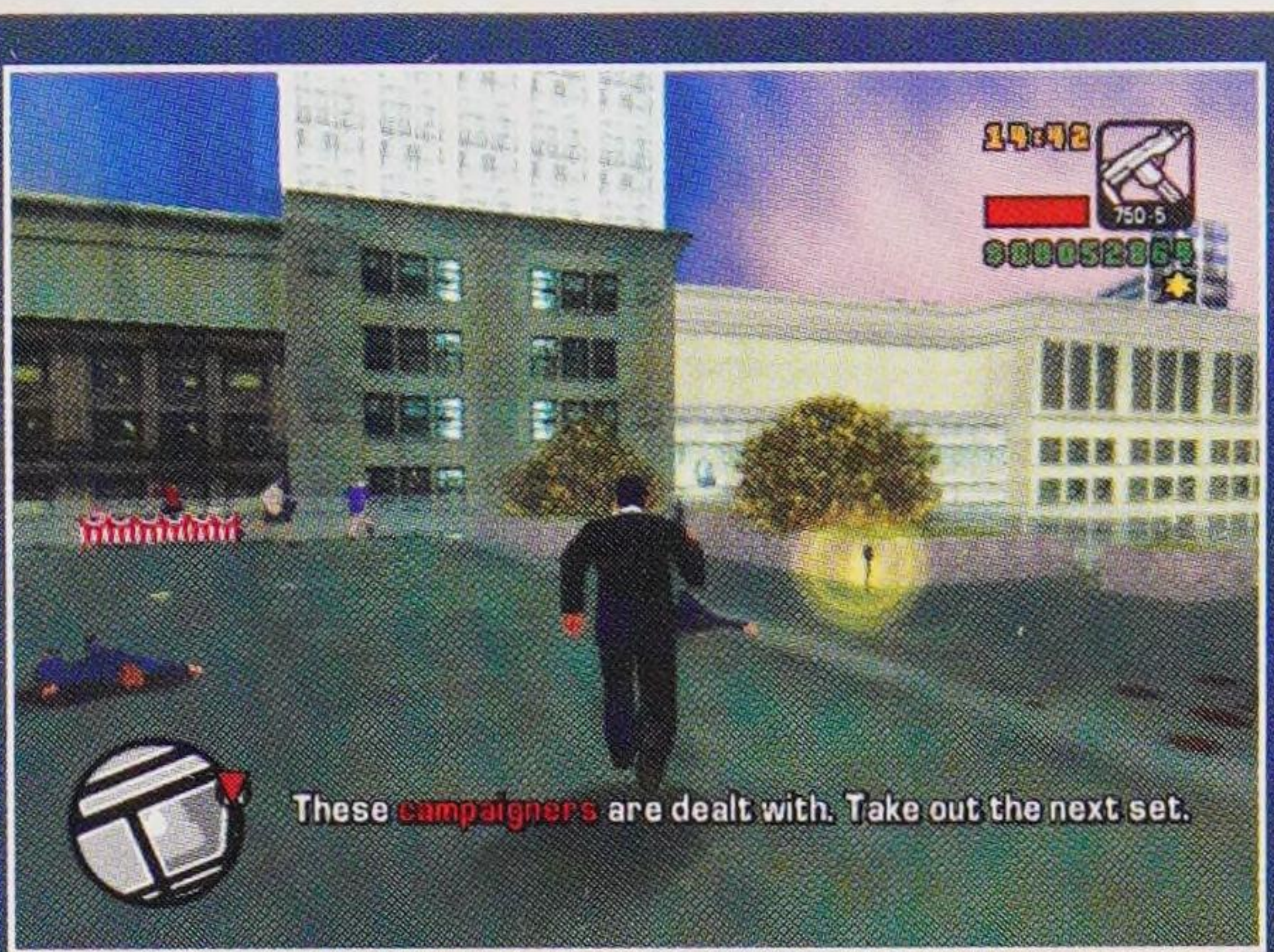
Bedford Point Campaign Party

The red blips on the map represent O'Donovan's campaign workers. All parties are protected by armed guards, so equip yourself with adequate Armor, Health, and weapons before starting this mission (get an M4, AK-47, or at least a submachine gun). You have four game hours to accomplish your objectives. The workers on top of the building in Bedford Point are the closest campaigners to Donald's office. The rooftop where you find them is across from Phil Cassidy's gun shop.

The often overlooked roof access stairs face Phil Cassidy's gun shop. This office building's sidewalk is almost completely surrounded by rails, but there's an opening at the city block corner. So, when coming from Love's, you can zip right through the rail opening and up the stairs **(1)**. There's an Adrenaline power-up on the stair enclosure of the first balcony. This can aid in your rooftop attack, but may be more helpful on your return trip from the party above; more on that in a minute.

Climb the remaining stairs to the rooftop and start gunning everyone down, beginning with the armed guards. Eliminate all the people with arrows overhead. There's Armor in the corner of this rooftop. Collect dropped weapons and money, then head downstairs.

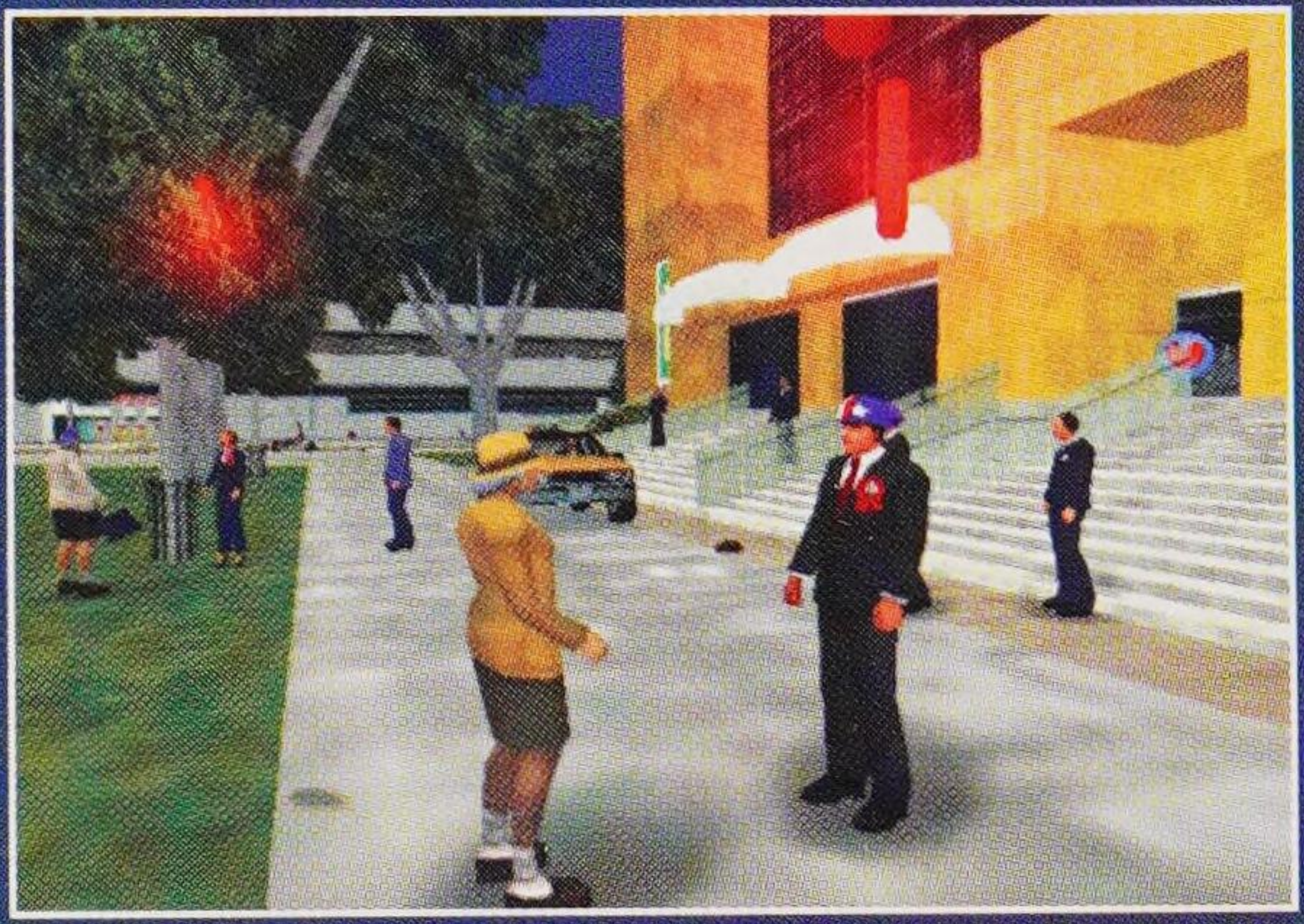
Use the Adrenaline on the stair enclosure. While in your amped up state, you can jump from the top of this area down to the street without sustaining much damage—it's quicker than taking the stairs. You got a one-star Wanted Level for eliminating those workers, so try not to make it worse on your way to the next party. The Pay 'n' Spray can be easily included on your route, but you must be quick about it.

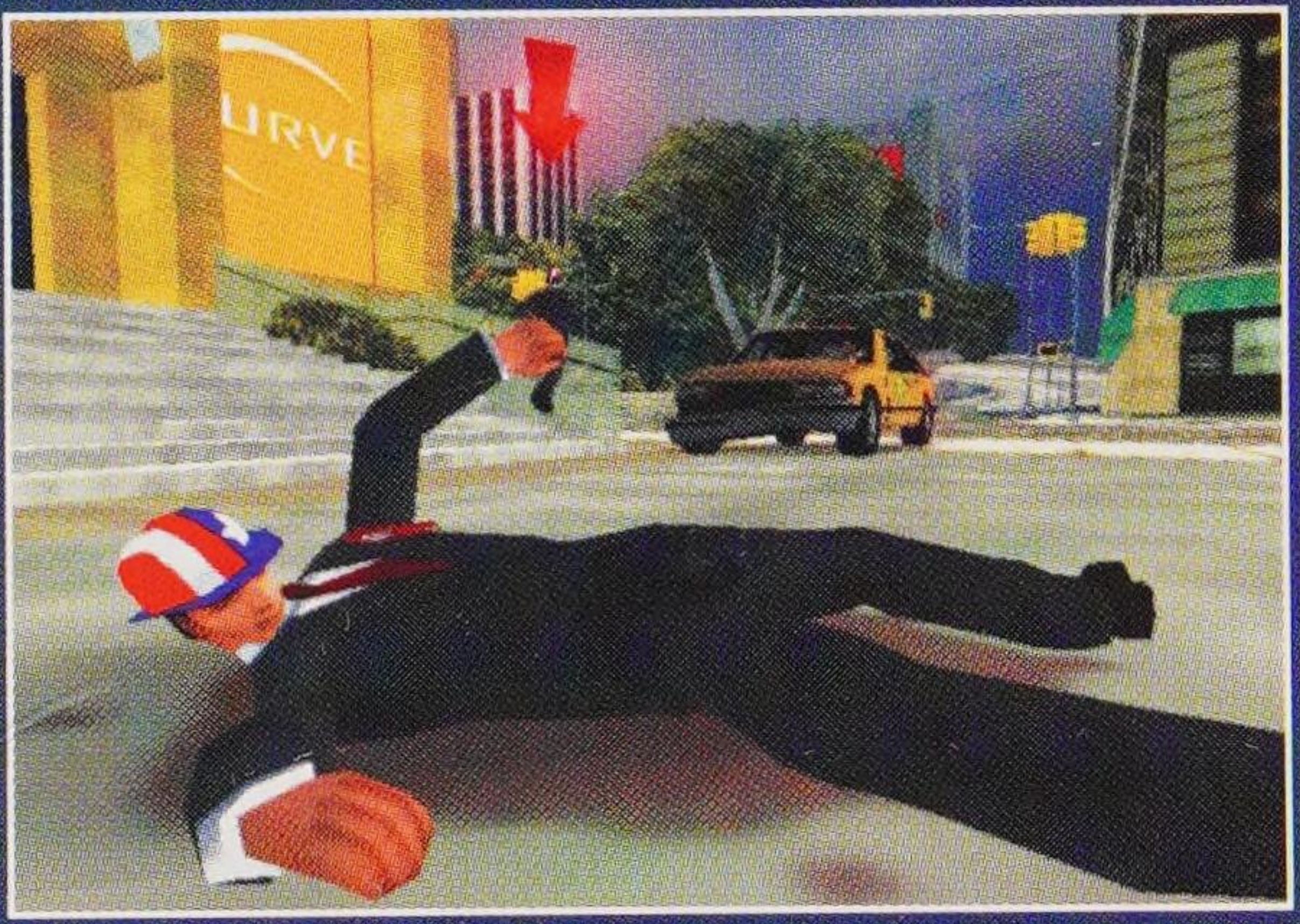


These campaigners are dealt with. Take out the next set.

Newport Campaign Party

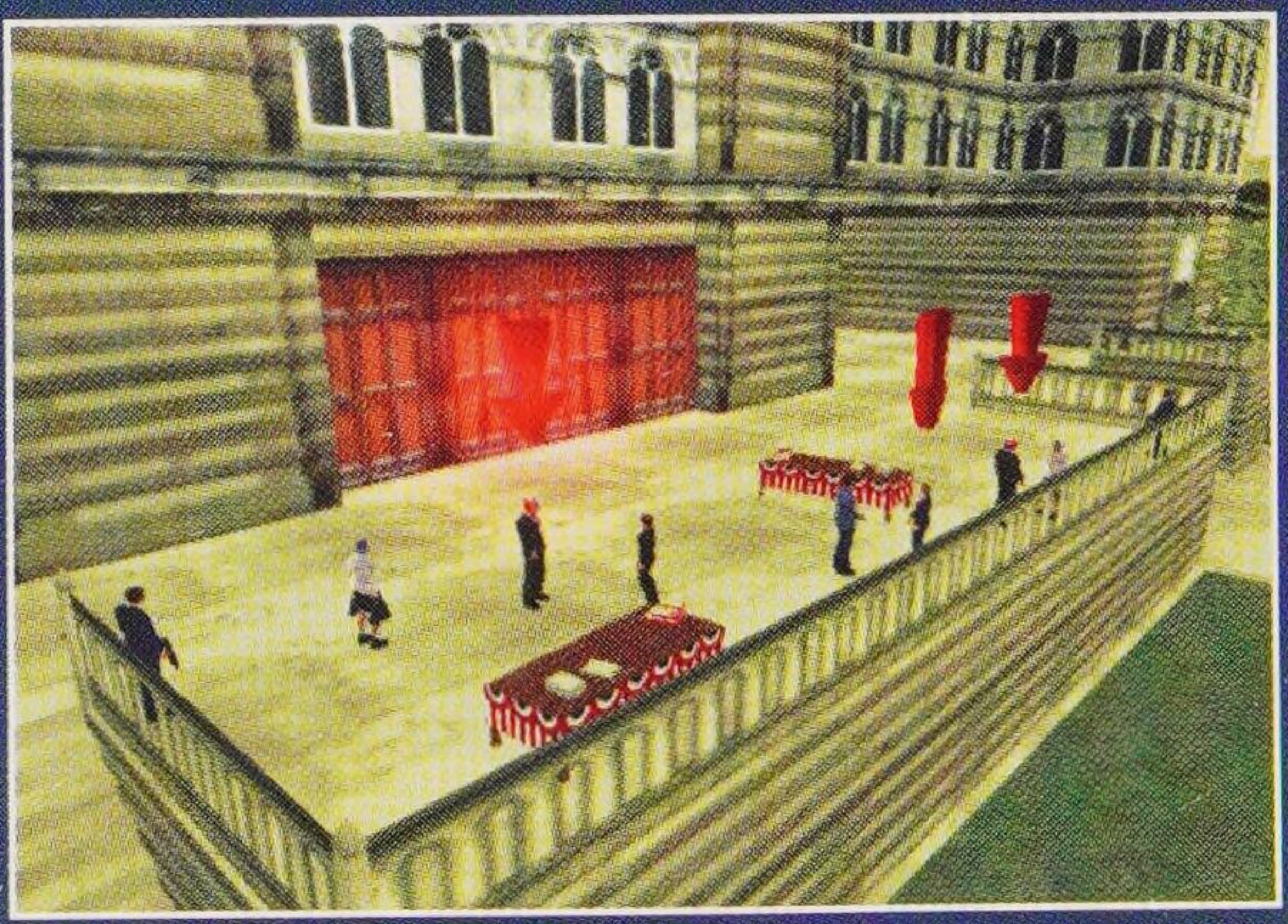
The next closest party is happening in the courtyard between the buildings across from the multi-story carpark near your safe house **(2)**. If you see a Patriot on your way there, jack it; its durability may be useful. Drive through the party, running over as many of the people with arrows overhead as you can. Then whip around and head back through the courtyard, mopping up any missed targets. Gunmen open fire, so bail out if your car is billowing black smoke. Watch the radar for fleeing workers, then hunt them down and run 'em over on the sidewalk. Jack a fresh vehicle and head to the final party.

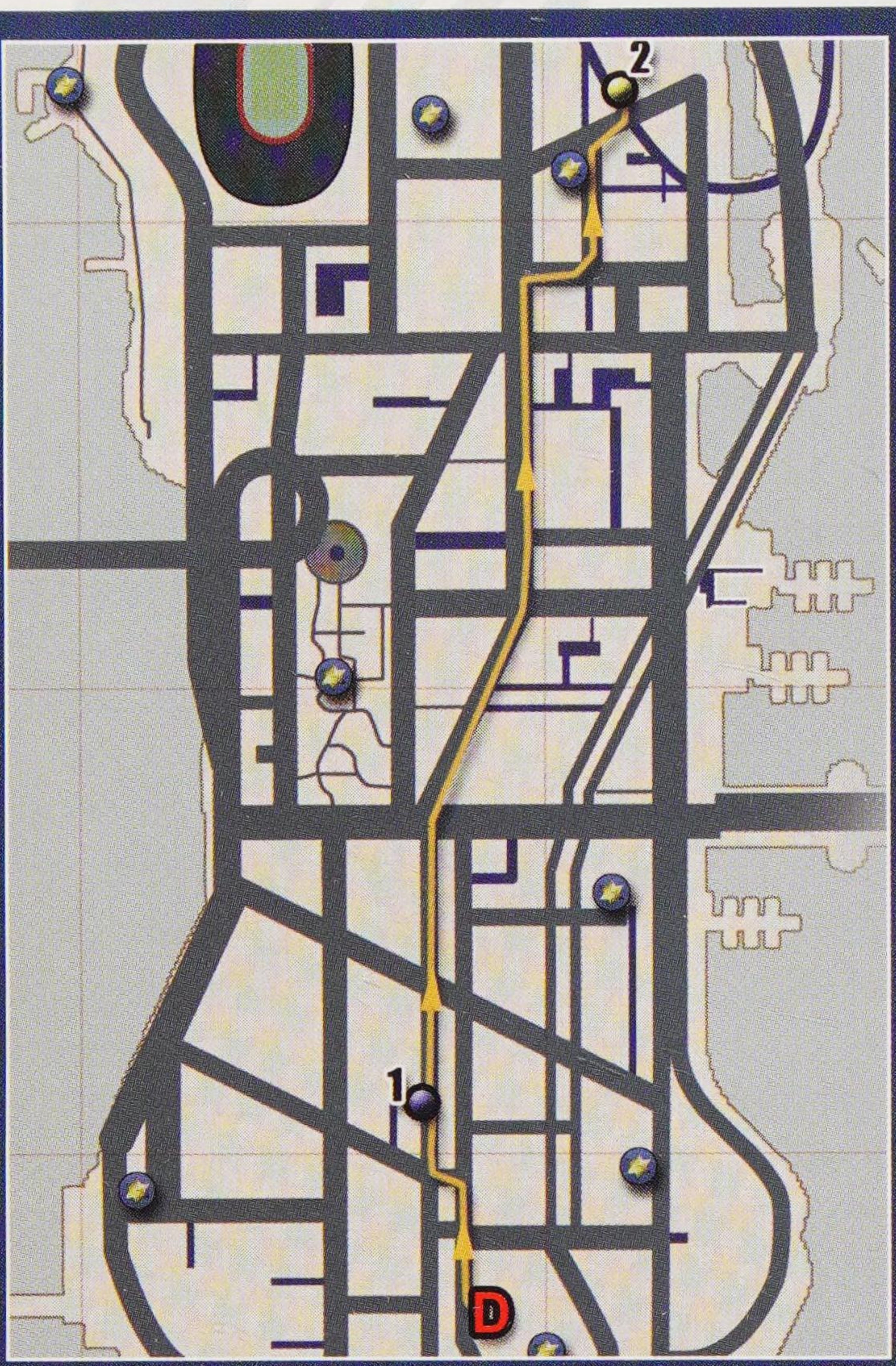




Liberty Campus Campaign Party

The party at Liberty Campus is on a balcony **(3)**. Lobbing grenades up into it from a lower ground position works well, but you're likely running out of time now and may even be hounded by a few cops. Use the nearby Police Bribe inside the campus to lower your Wanted Level. The best tactic is to just run up the stairs with guns blazing. Try to take out the gunmen first, but if you see an opportunity to finish off the last of the campaign workers, do so. This completes the mission and all accompanying chaos ends immediately.





FRIGGIN' THE RIGGIN'

REWARD: $1,500

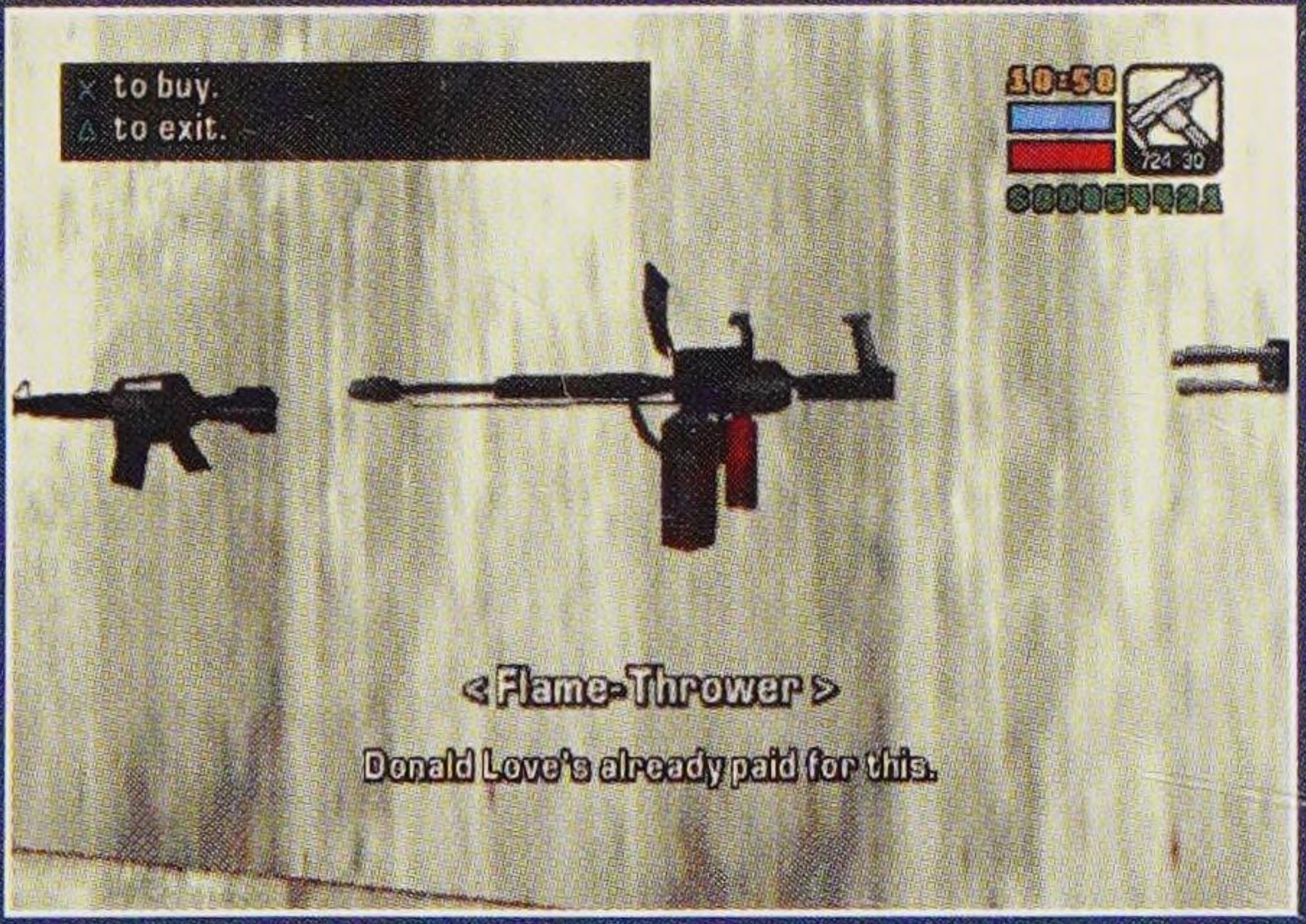
UNLOCKS: Donald's mission, Love & Bullets

OTHER UNLOCKABLES: Phil Cassidy's Fully Cocked weapon shop is opened for business.

DONALD says the Forellis own a silent share of a company that makes the voting machines. Donald wants you to make sure these machines have a major malfunction.

VISIT CASSIDY'S FULLY COCKED GUN SHOP.

Follow the red blip on the radar to Phil Cassidy's Fully Cocked gun shop **(1)**. This is where you stock up on equipment to disrupt the Forelli Campaign. Donald Love has paid for a flamethrower, so go inside and pick it up. Peruse the other weapons on the wall while you're in the shop, but you can only pick up the flamethrower for now—and it's free. Be careful when you use this weapon during the main objective; you can run out of fuel, which will require a return trip to this shop to pick up another one to finish the job (Molotovs would do the job, as well).

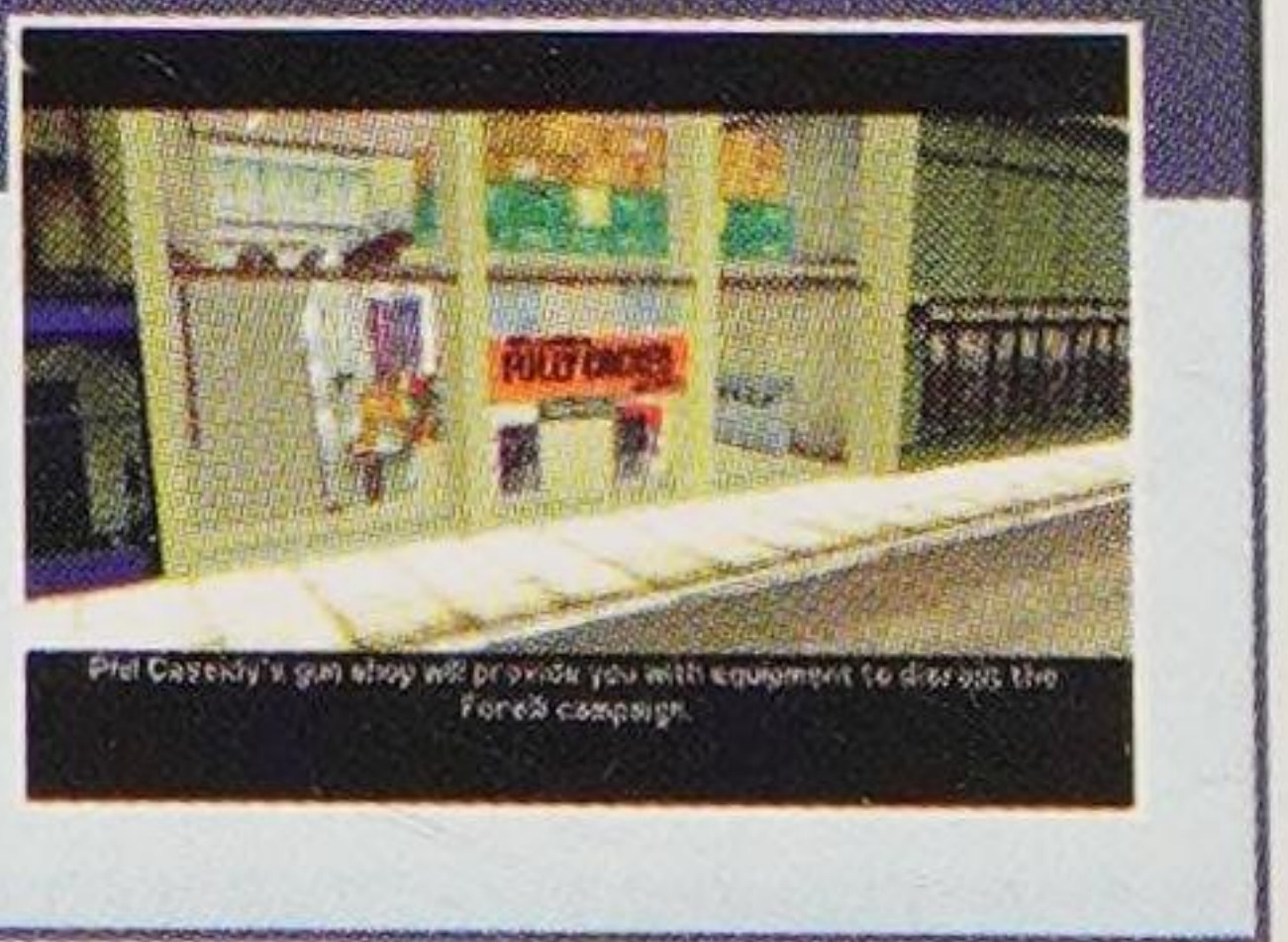


× to buy.
△ to exit.

< Flame-Thrower >
Donald Love's already paid for this.

STAUNTON HIDDEN PACKAGE #26

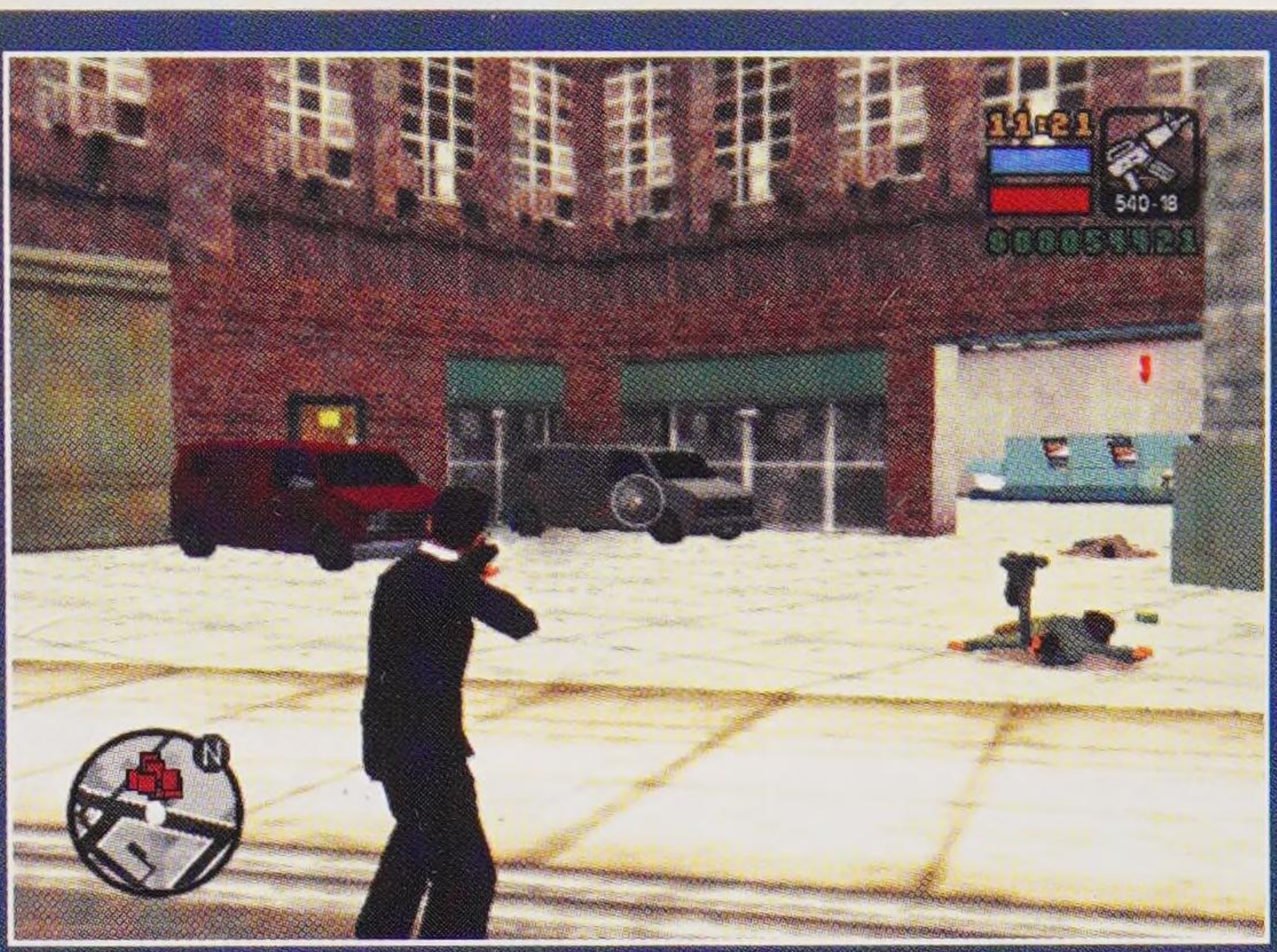
Check out our Hidden Package map in the back of this guide to find the package on the top floor of Phil's gun shop.



Phil Cassidy's gun shop will provide you with equipment to disrupt the Forelli campaign.

GO TO THE FORELLI WAREHOUSE AND TORCH THEIR BALLOT PAPERS!

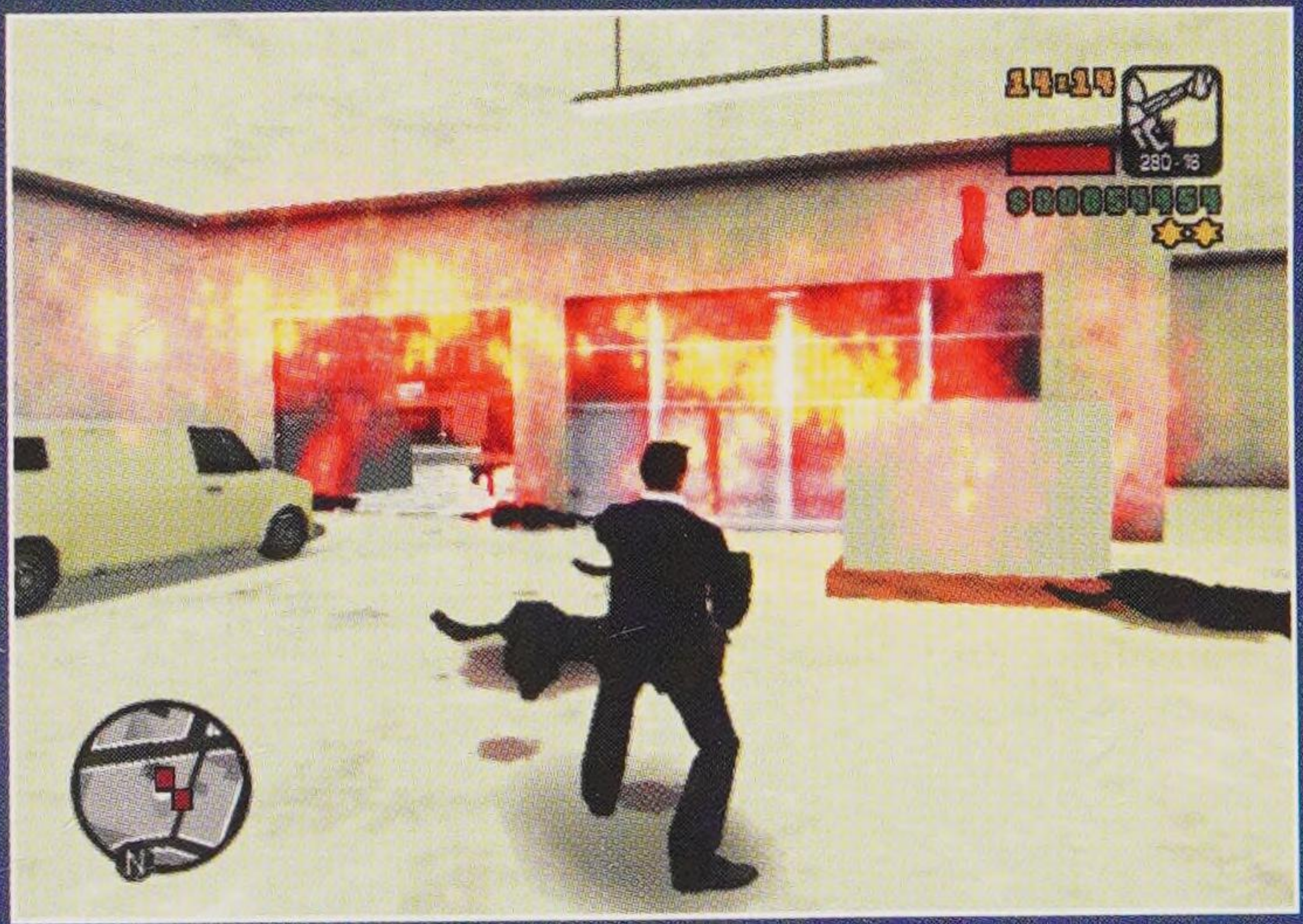
Drive toward the yellow blip on the radar to reach the voting machine facility in Fort Staunton **(2)**.A garage door opens as you approach the small parking area outside. Using a submachine gun, AK-47, or M4, then jump out of your vehicle and shoot the Forellis to save your flamethrower fuel for the main objective. The Forellis continually attack as you work on the burning objective, so it's sometimes easier to use the flamethrower to eliminate enemies. Nevertheless, try to conserve fuel for torching the machines.

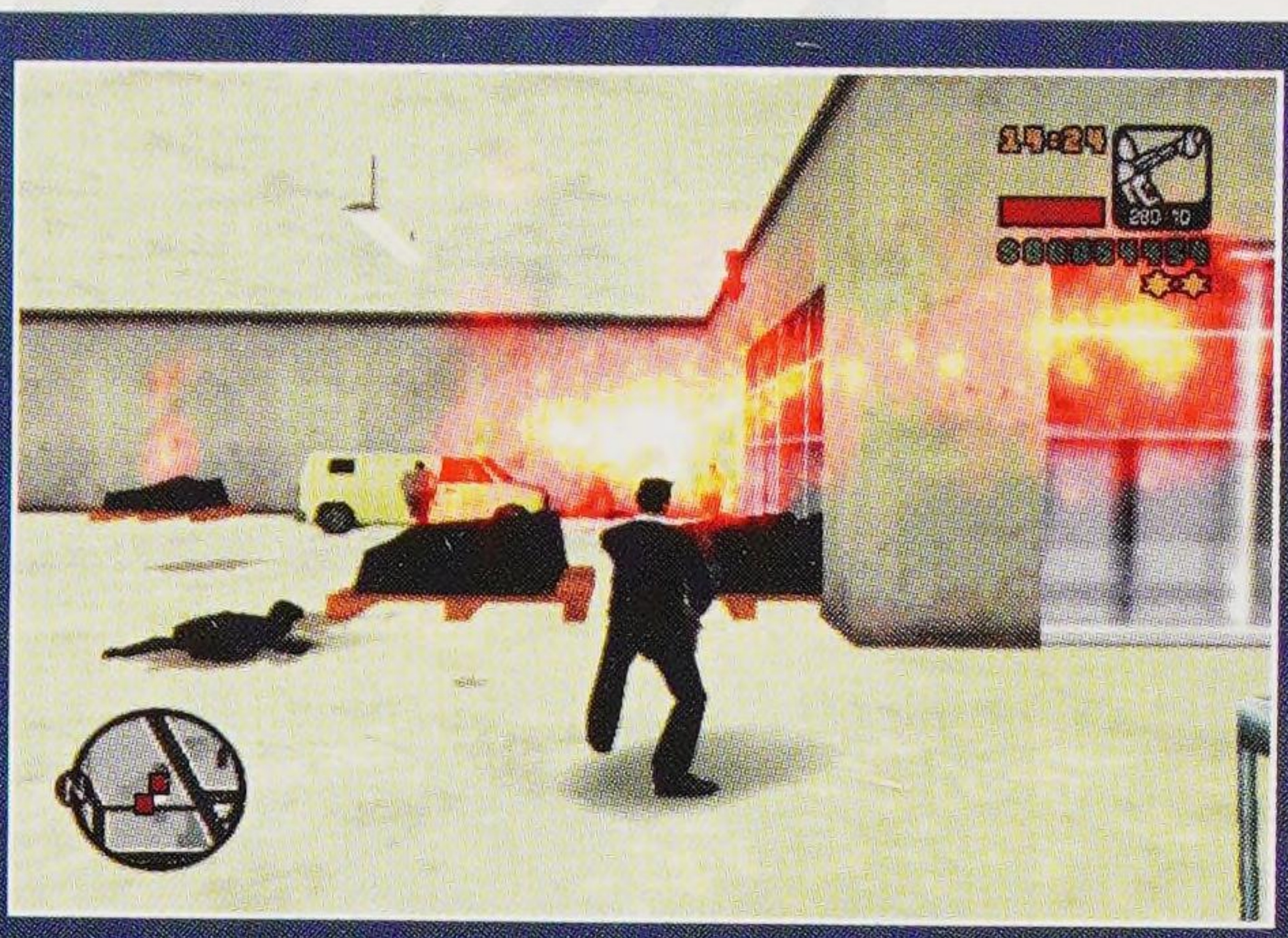


DESTROY THE FORELLI VANS.

Find the grenades between the vans parked in the small lot near the entrance. Use them to destroy the two vans and make the end of the mission easier. If you don't destroy the vans before burning the pallets, then your last objective is to "Destroy the Forelli Vans." The vans escape and you must chase each one individually and destroy them to complete the mission. If you destroy them now, after burning all the pallets, you need only escape that district to complete the mission.

Rush into the facility and clear out all the Forellis before burning the machines with the pink arrows over them. Once inside, torch the voting machines with the flamethrower while positioning yourself so you can also watch the entrance; Forelli backup is relentless. Keep the flames on the machines until they catch fire and blow black smoke. You can also use grenades and the rocket launcher to burn the pallets. Once completely burned, the pink arrows above them disappear.



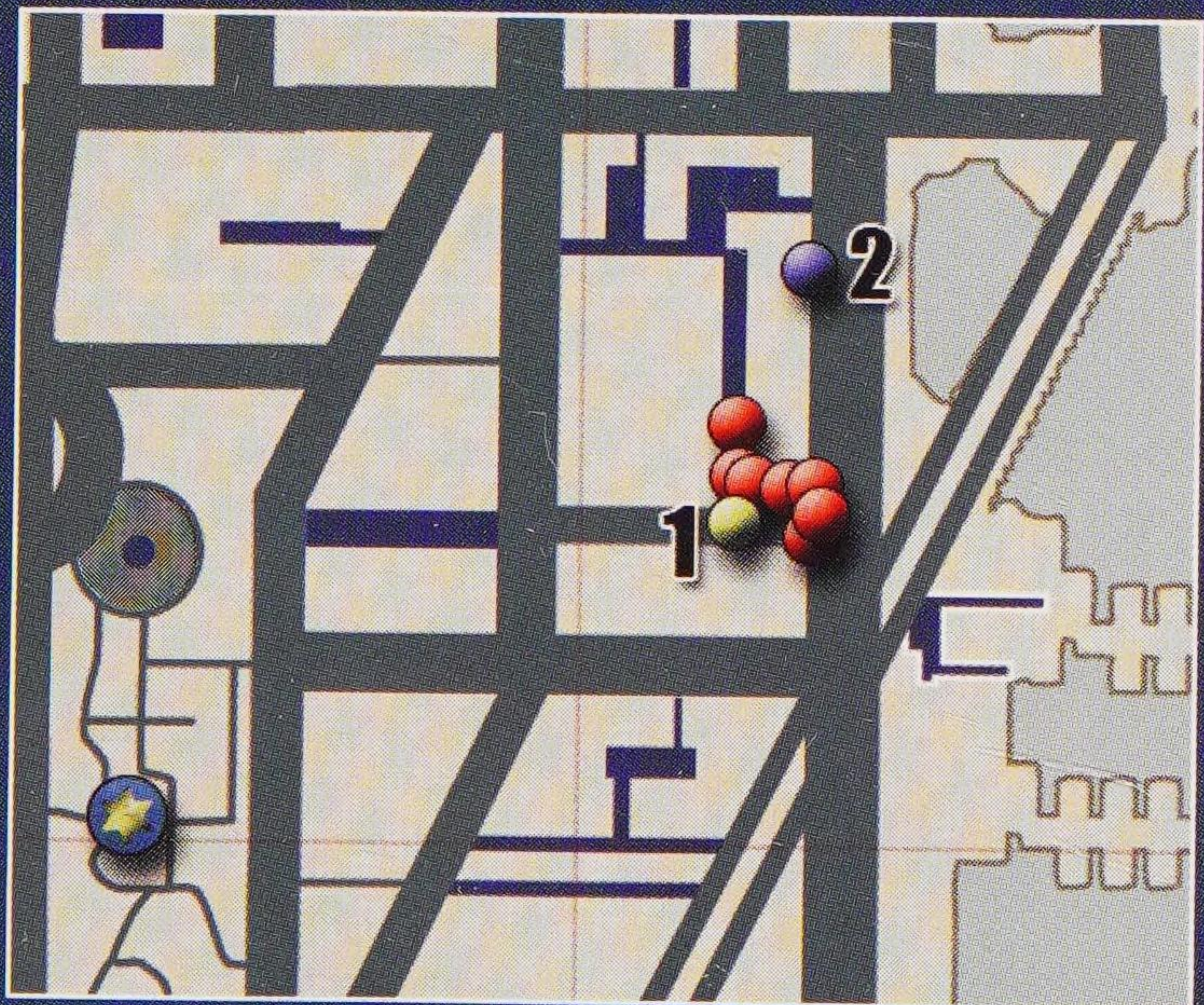


DESTROY THE REMAINING FORELLI VANS... OR ESCAPE THE AREA!

If you did not eliminate the vans before destroying the pallets, a couple of Forelli goons escape in two vans parked out front when the last pallet is burned. Jack a car and give chase. Pursue both vans individually and use drive-by tactics to destroy them. Make sure you're nowhere near these vehicles when they explode; clear out when you see fire issuing from the enemy's van. If you destroyed the vans before burning all the pallets then just escape to the next district to complete the mission.

NEW STOCK DELIVERED TO PHIL'S GUN SHOP

Phil Cassidy's Fully Cocked gun shop receives a shipment of weapons when this mission is complete. The rocket launcher, shotgun, M4, and flamethrower are all available for purchase. You can save some money by finding most of these items on our Weapons map in the back of this guide, though. The only weapon not available for purchase at the store is the Minigun, which becomes available much later.

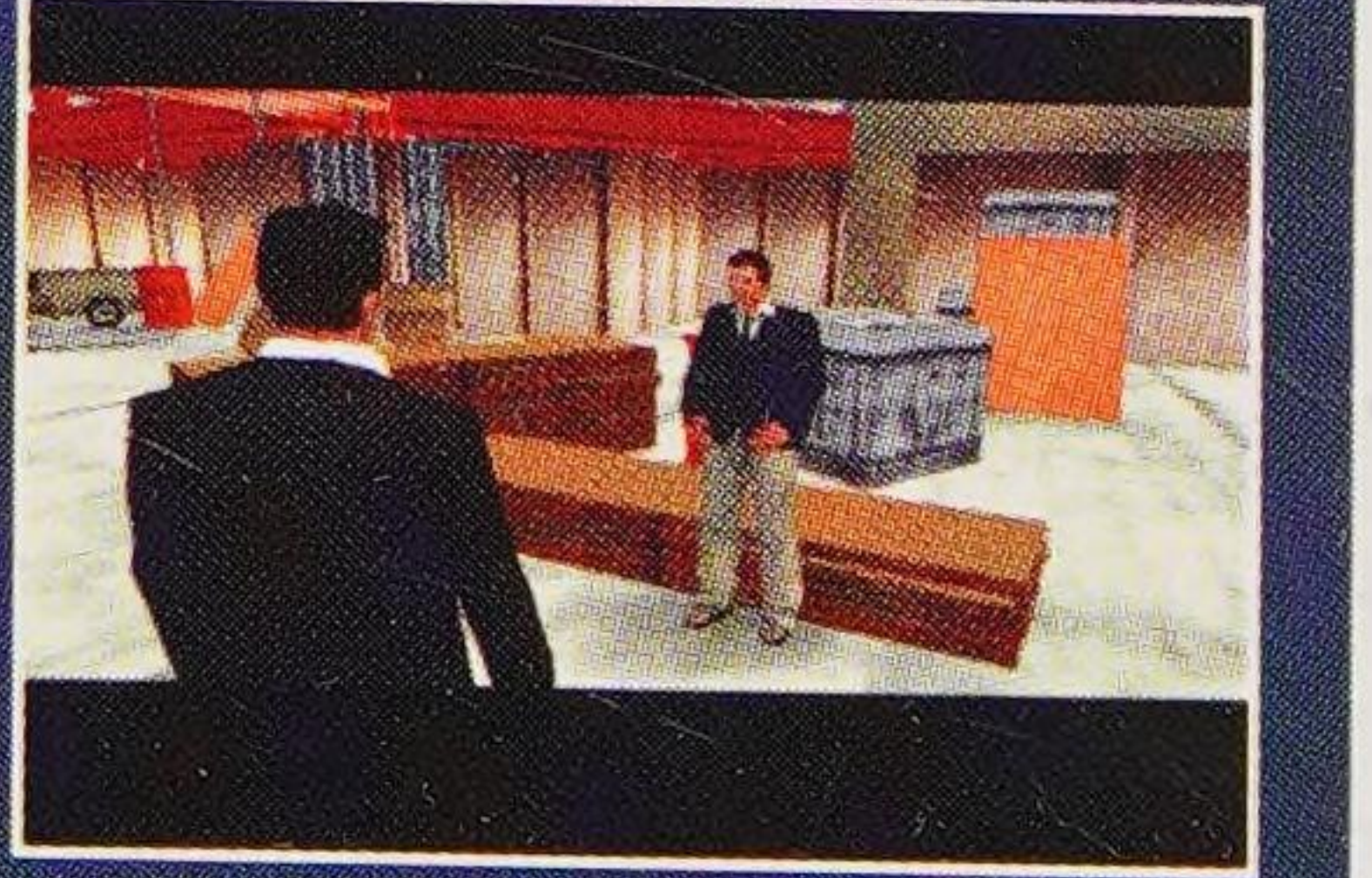


LOVE & BULLETS

REWARD: $2,000

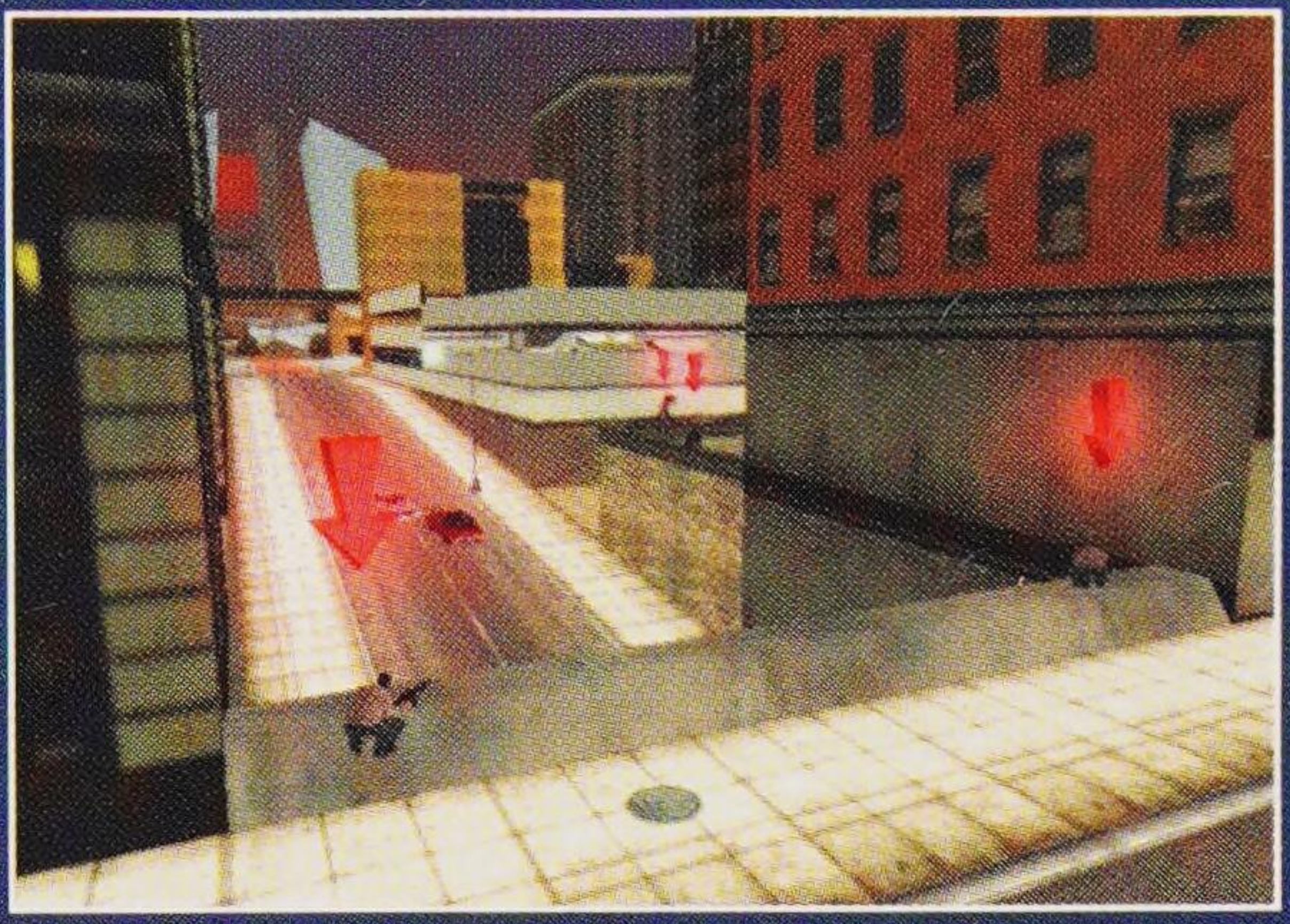
UNLOCKS: Love's mission, Counterfeit Count

DONALD Love has to attend a public meeting, but is worried about the threat of an assassination, so he takes Toni along for protection.

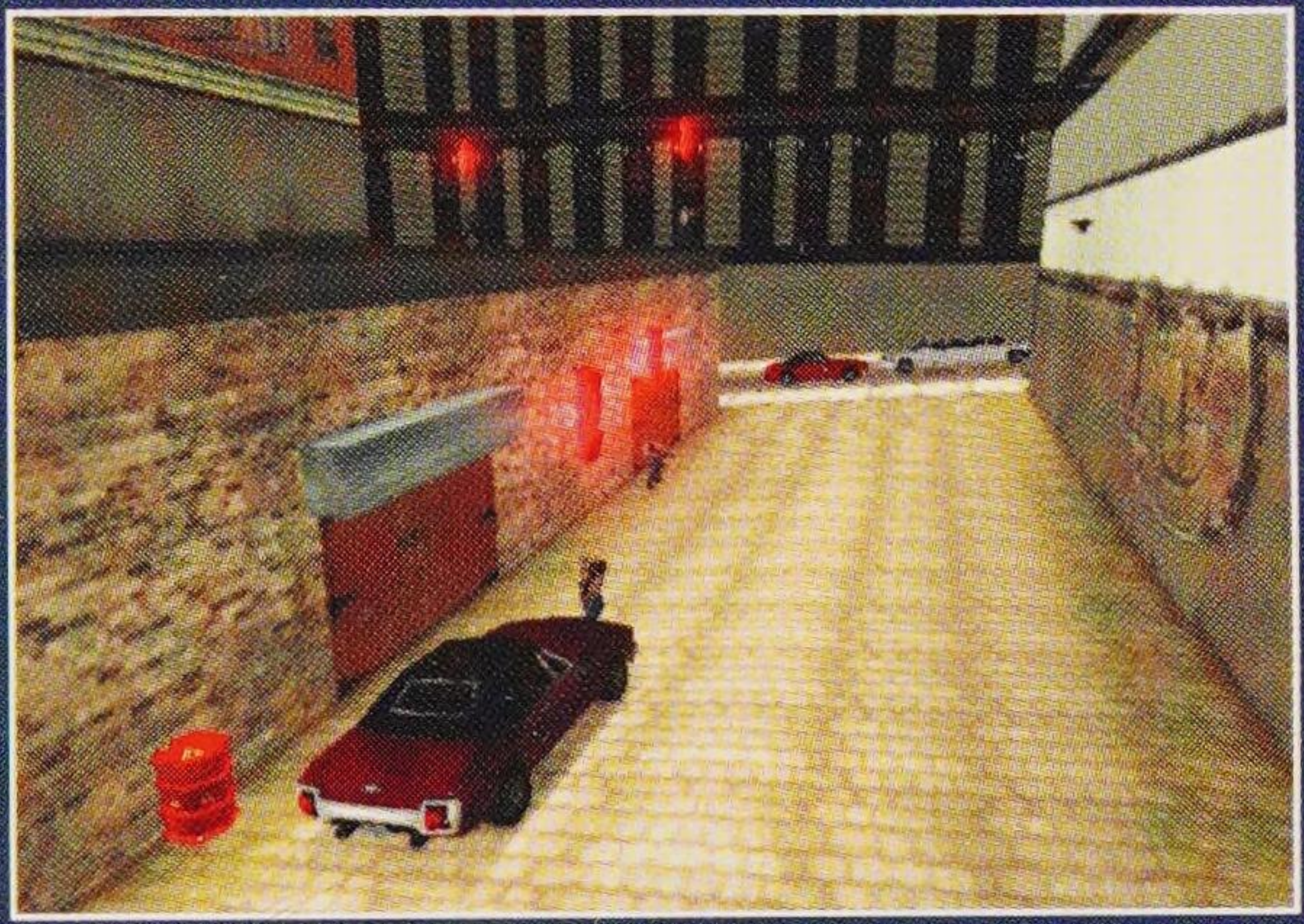


PROTECT DONALD'S LIMO!

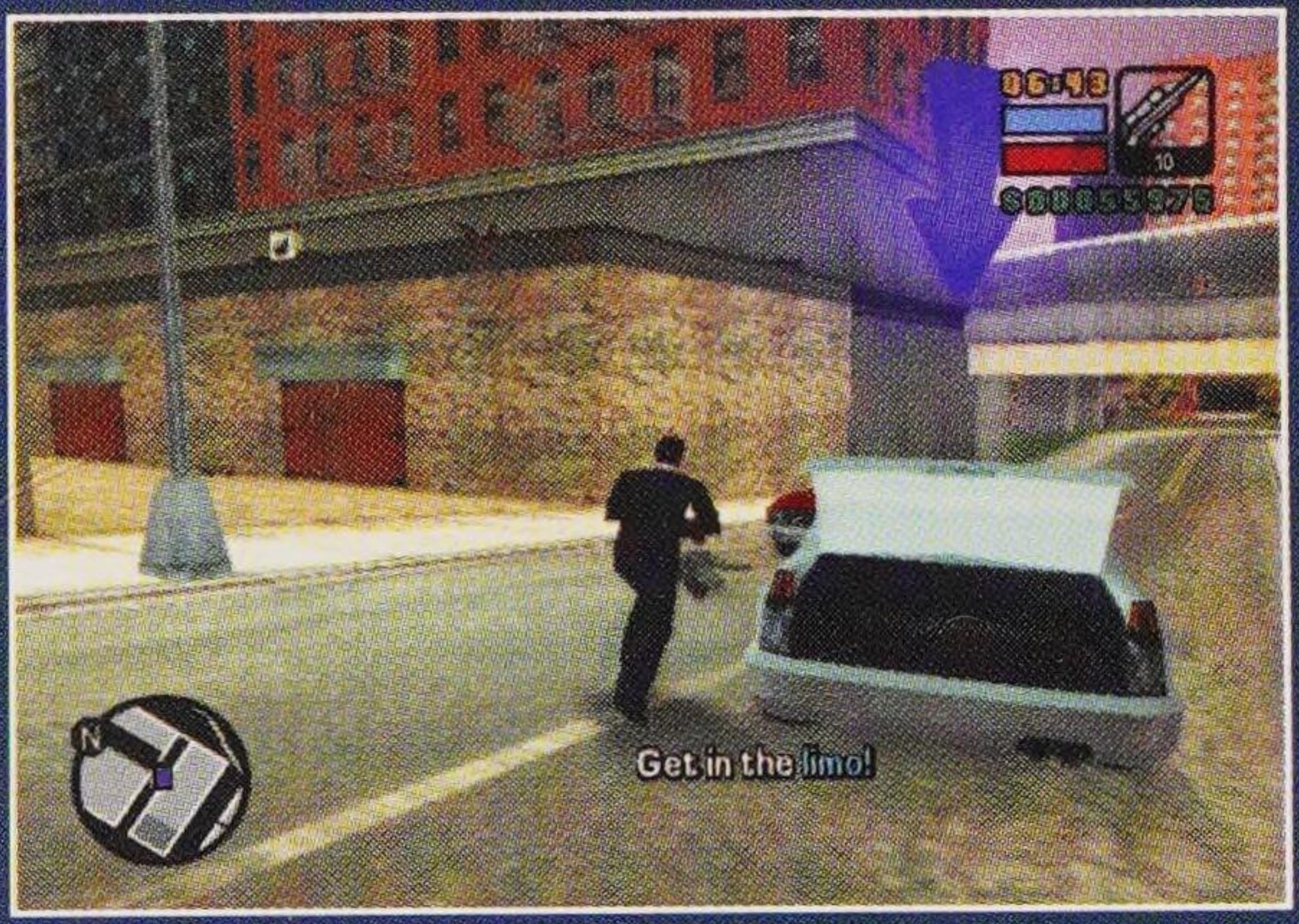
You enter a limo with Donald Love and his driver. A Forelli ambush is expected, and it happens near the alley leading to the Pay 'n' Spray and Bomb Shop. The driver is nailed and Love is in a panic. He says there's a rifle in the trunk.



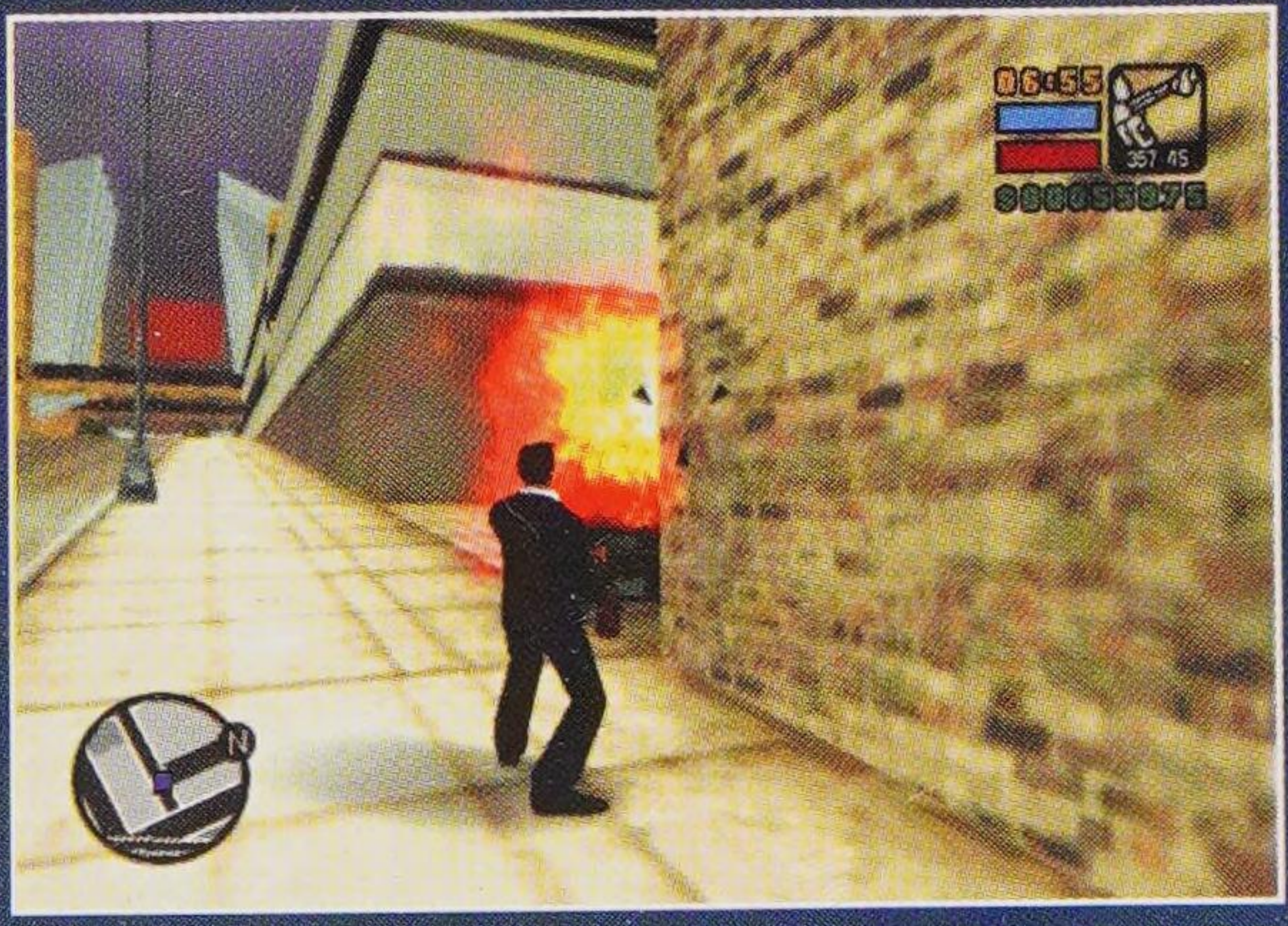
You begin this mission with the sniper rifle in hand in the back of the limo, facing seven heavily-armed Forellis **(1)**. Two are located in the alley to the left, another two are on the raised pathway in the alley, and the last three are on the overpass in front of the limo.

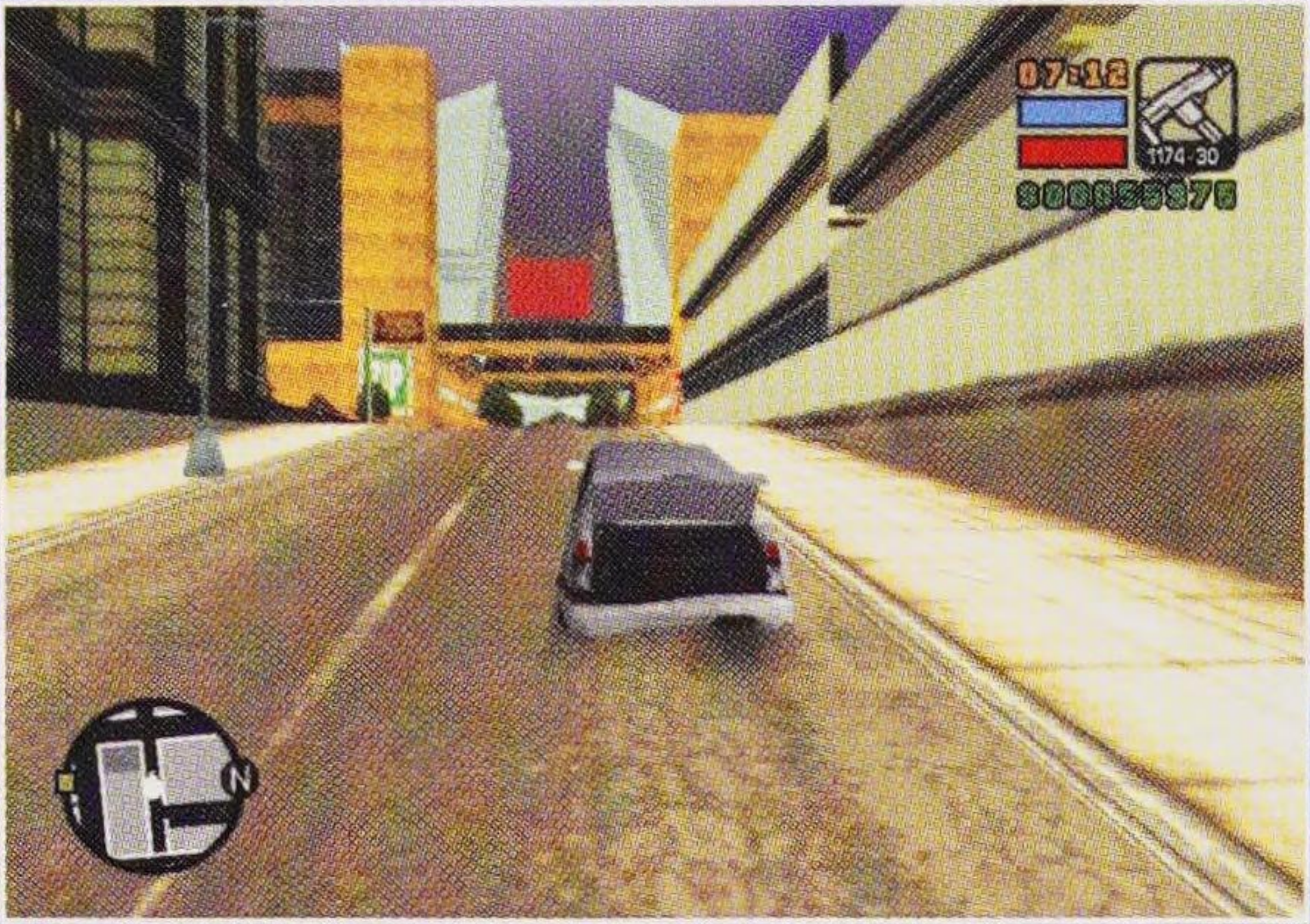


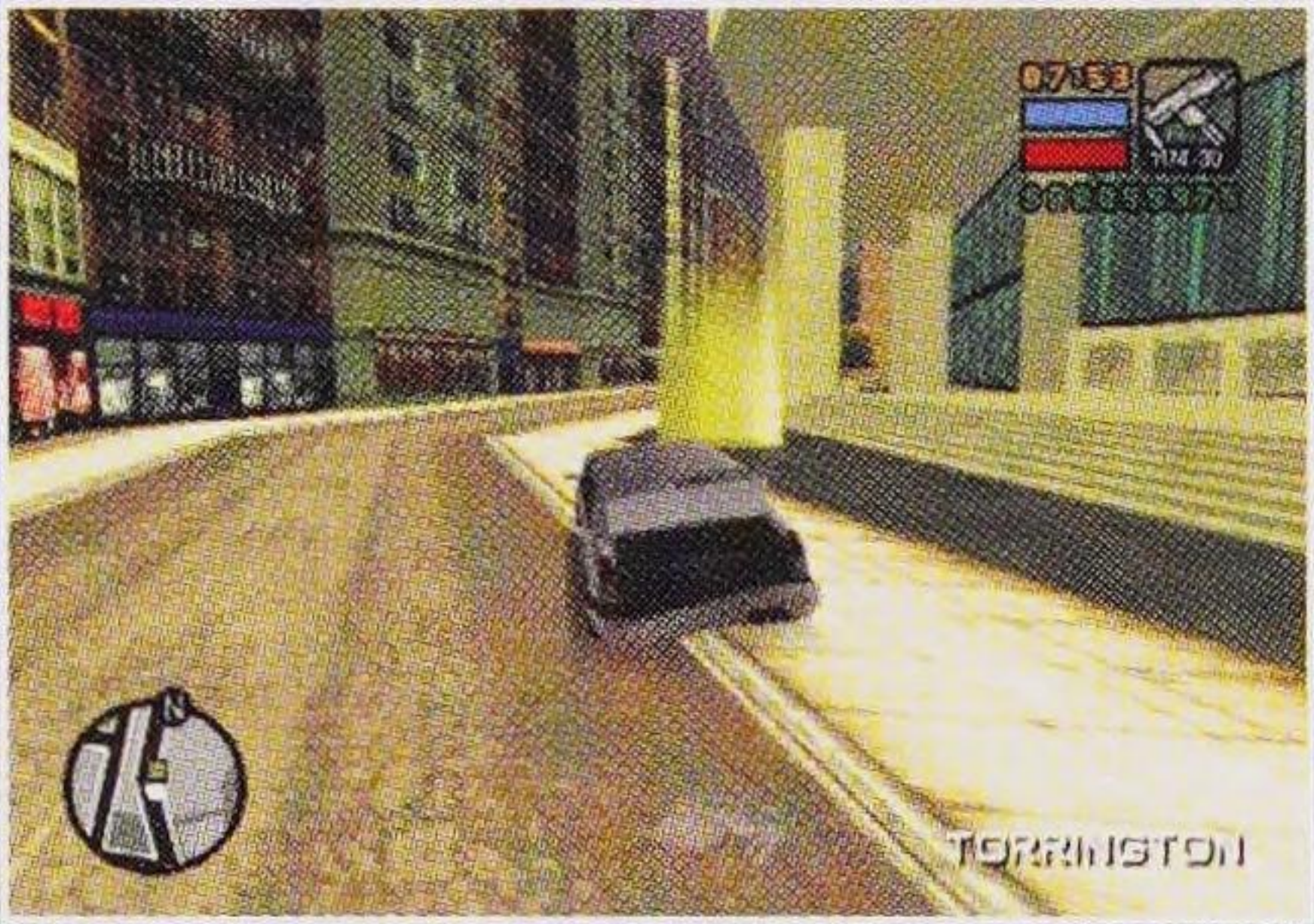
Donald's in the limo, and this vehicle's Damage meter appears on the right side of the screen. If you do not defeat all the gunmen before they riddle the limo with enough bullets to completely drain the Damage meter, Donald is killed in the limo explosion and the mission ends in failure.



Take aim and zoom into the Forellis on the ground in the alley on your left. For the PSP only, you can use the L button for better aim control. Take out all the Forellis using the sniper rifle, working your way from the leftmost Forelli to the rightmost thug up on the overpass. Once this is done, get in the limo. You could also choose to use an AK-47, M4, or rocket launcher, but it actually takes longer and is more difficult.

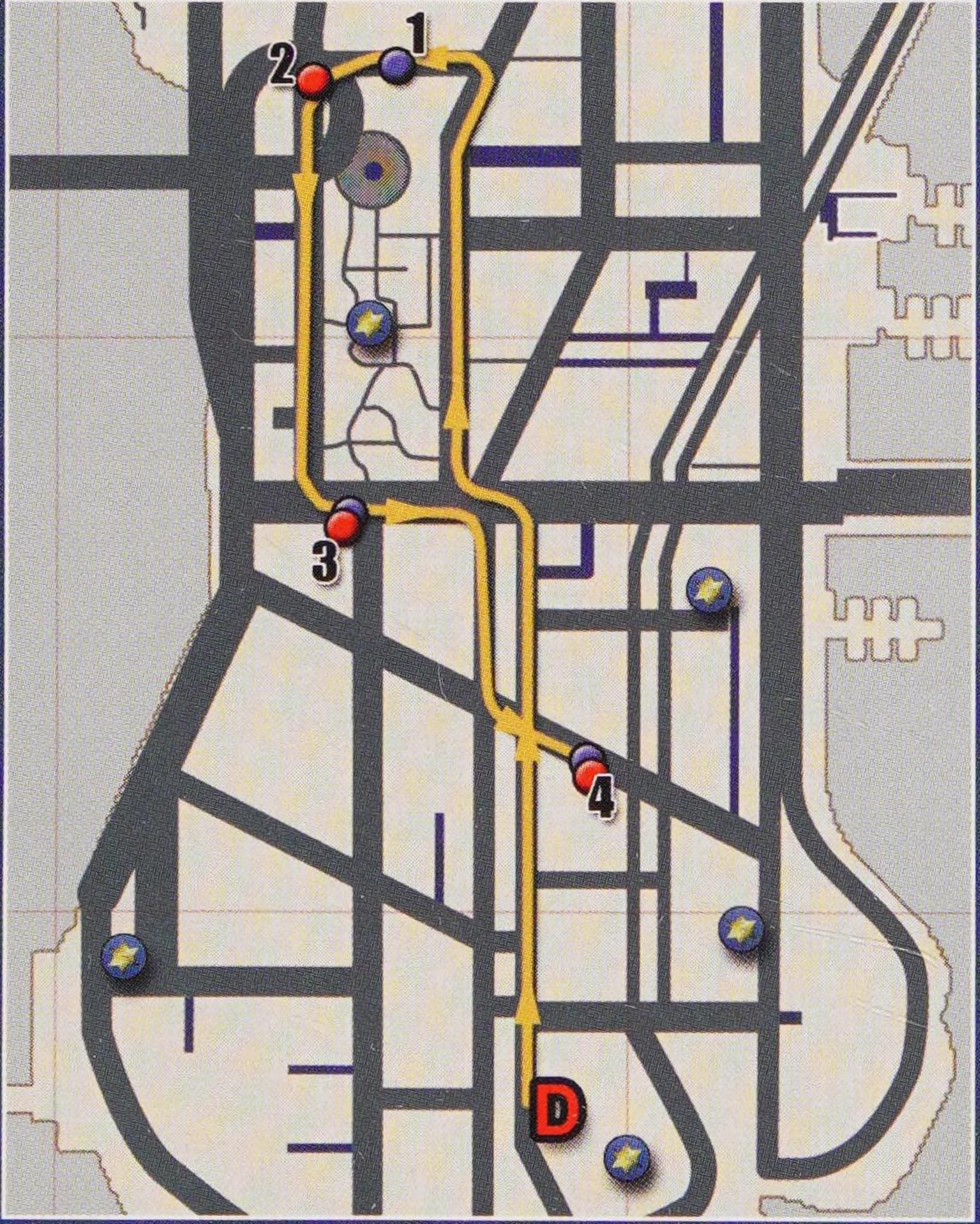






GET IN THE LIMO AND TAKE DONALD TO THE SAFE HOUSE.

As soon as you enter the limo, a pickup truck comes barreling out of the alley and a gunman opens fire from the flatbed. The easiest way to take care of this threat is to exit the limo and open fire on the gunman in the back of the truck with a submachine gun, AK-47, or M4. Pull the driver out of the pickup and kill him before he rams the limo to destruction or shoots at it after he's been pulled out. Drive the limo into the Pay 'n' Spray **(2)** to get it back in tip-top condition before you drive Love through the city. Follow the yellow blip on the radar and stop in the yellow marker in front of his Bedford Point office building. This completes the mission.



COUNTERFEIT COUNT

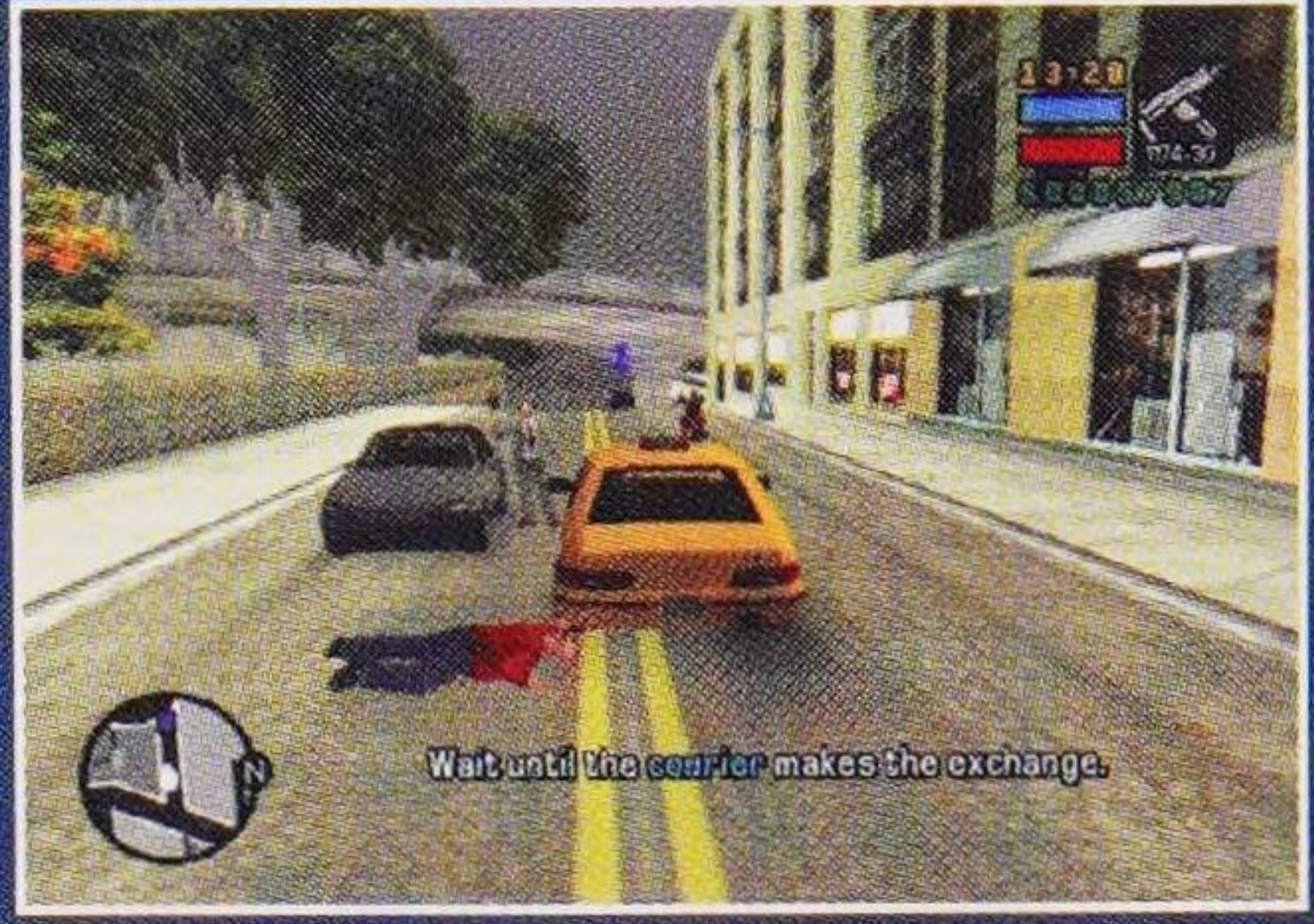
REWARD: $2,500

UNLOCKS: Finish Counterfeit Count, Munitions Dump, and False Idols to unlock Donald's mission, Love on the Rocks.

THE voting polls are neck and neck. Donald says it's time for Plan B: steal some of the uncounted votes and replace them with some of their own.

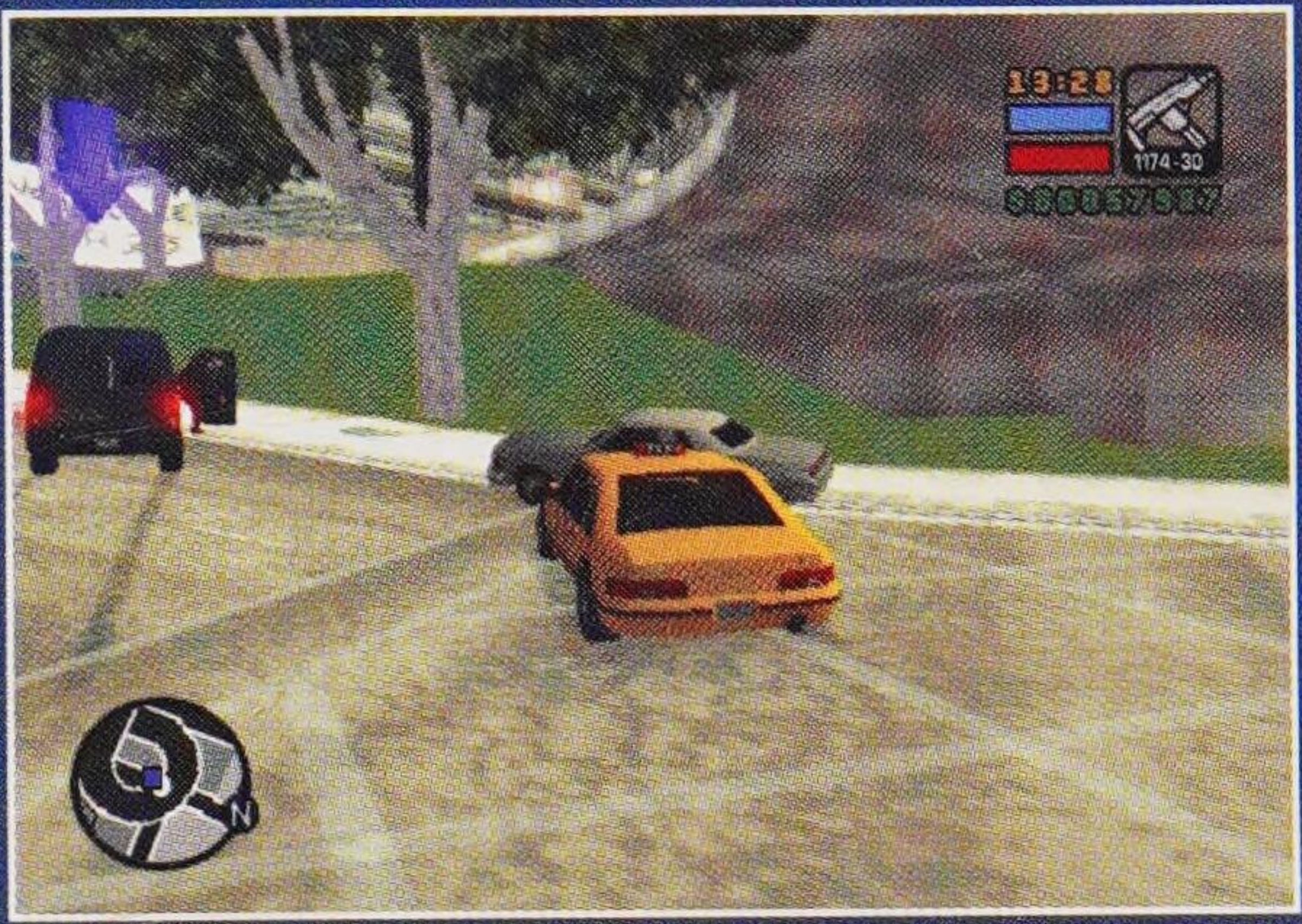
FOLLOW THE BALLOT VAN.

Jack a car and follow the blue blip on the radar that leads you south of Belleville Park. When you reach this area, a van **(1)** takes off down the street and stops at the next corner **(2)**. Do not attack this van.

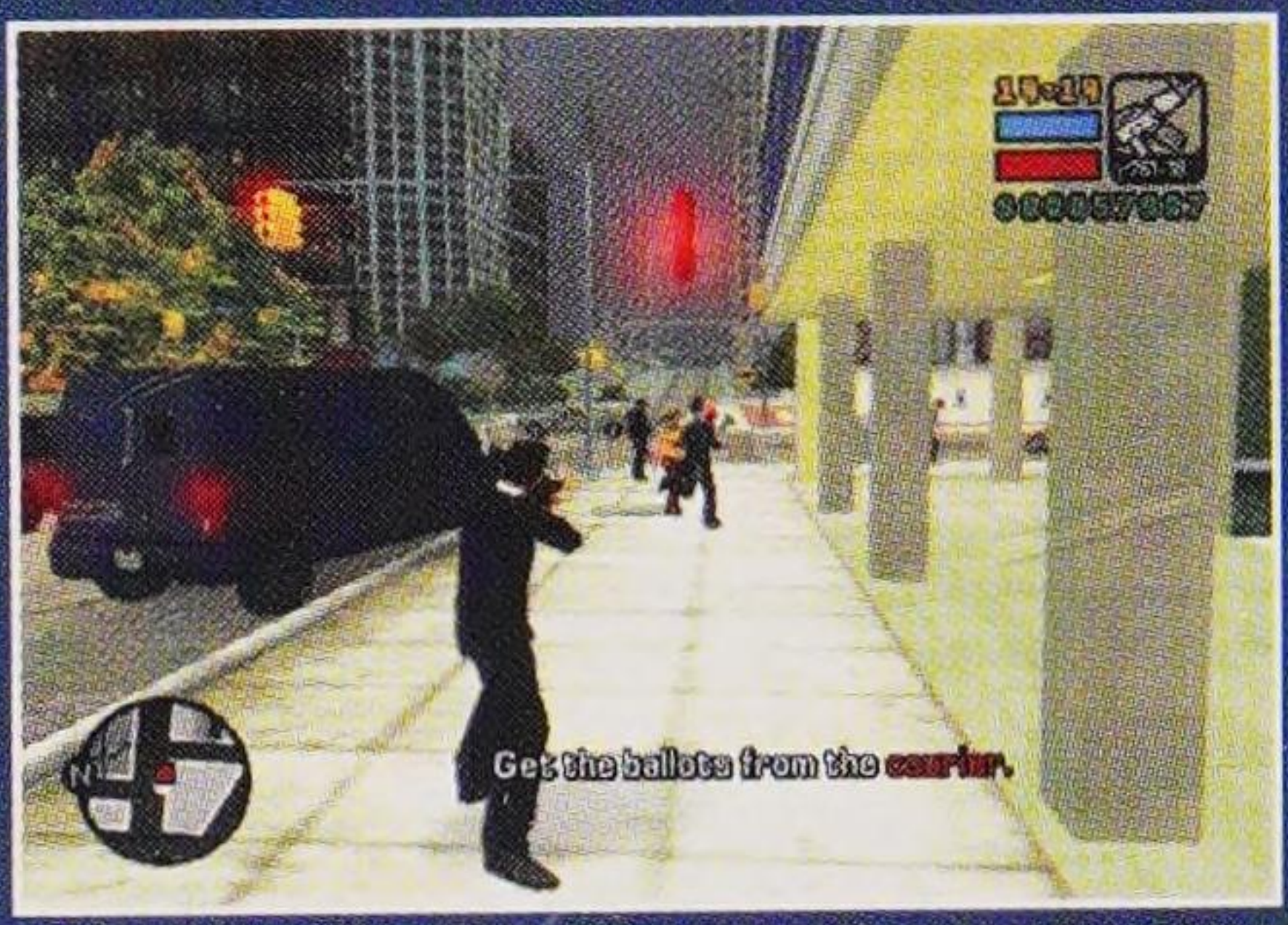


Wait until the courier makes the exchange.

WAIT UNTIL THE COURIER MAKES THE EXCHANGE.

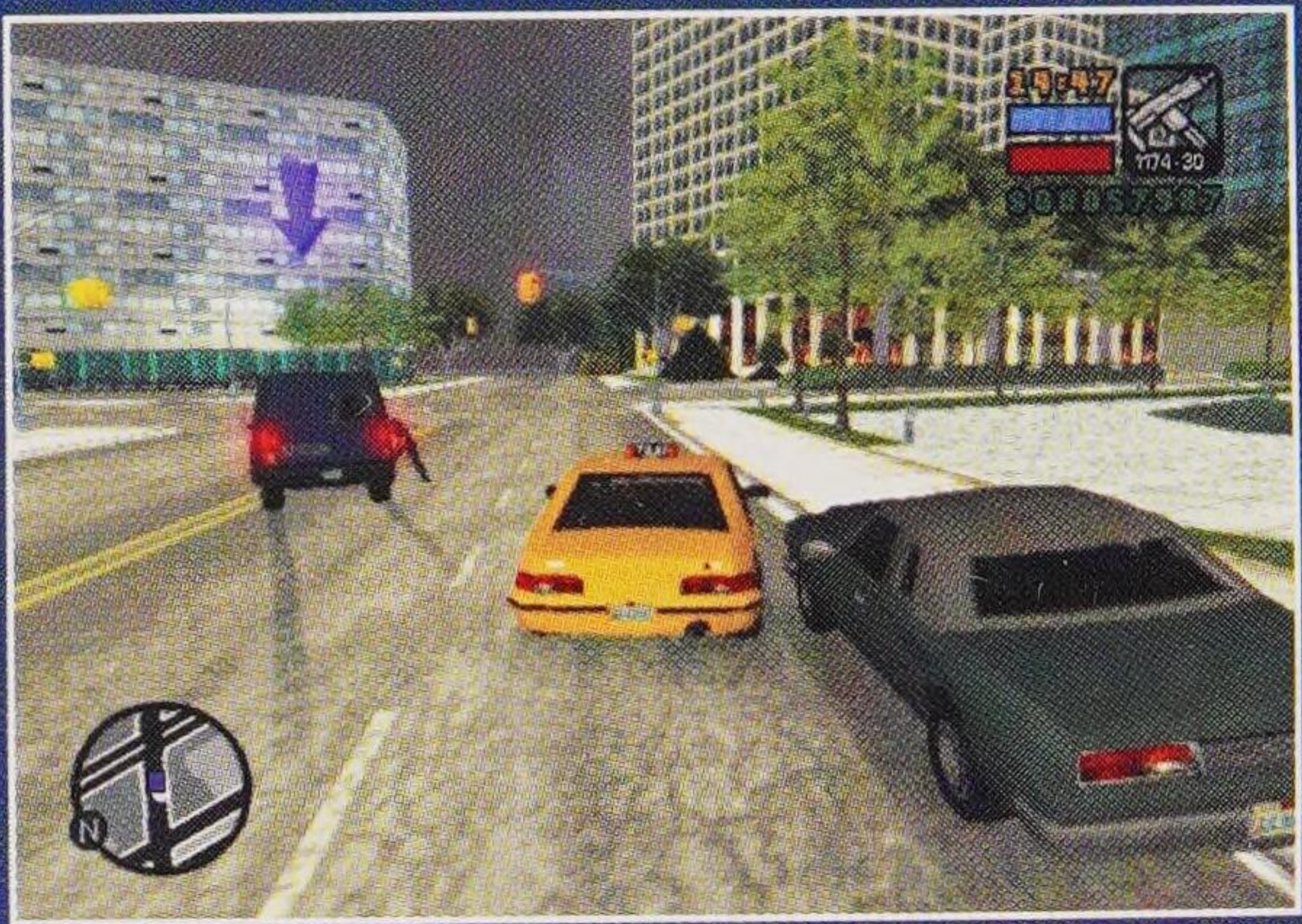


A man exits a parked car, enters the ballot van, and then emerges shortly afterward. Since you have to get out of your vehicle to retrieve the ballots anyway, you might as well walk up to the courier's car now while he's making the transaction inside the ballot van. This is a good place to be since he must approach his car once the exchange has ended. Go one step further toward guaranteeing a smooth transaction by parking your car against his driver's side door. As soon as he emerges from the van, target and shoot him. Take the package he drops, then get back in your vehicle and chase the van as it pulls away.

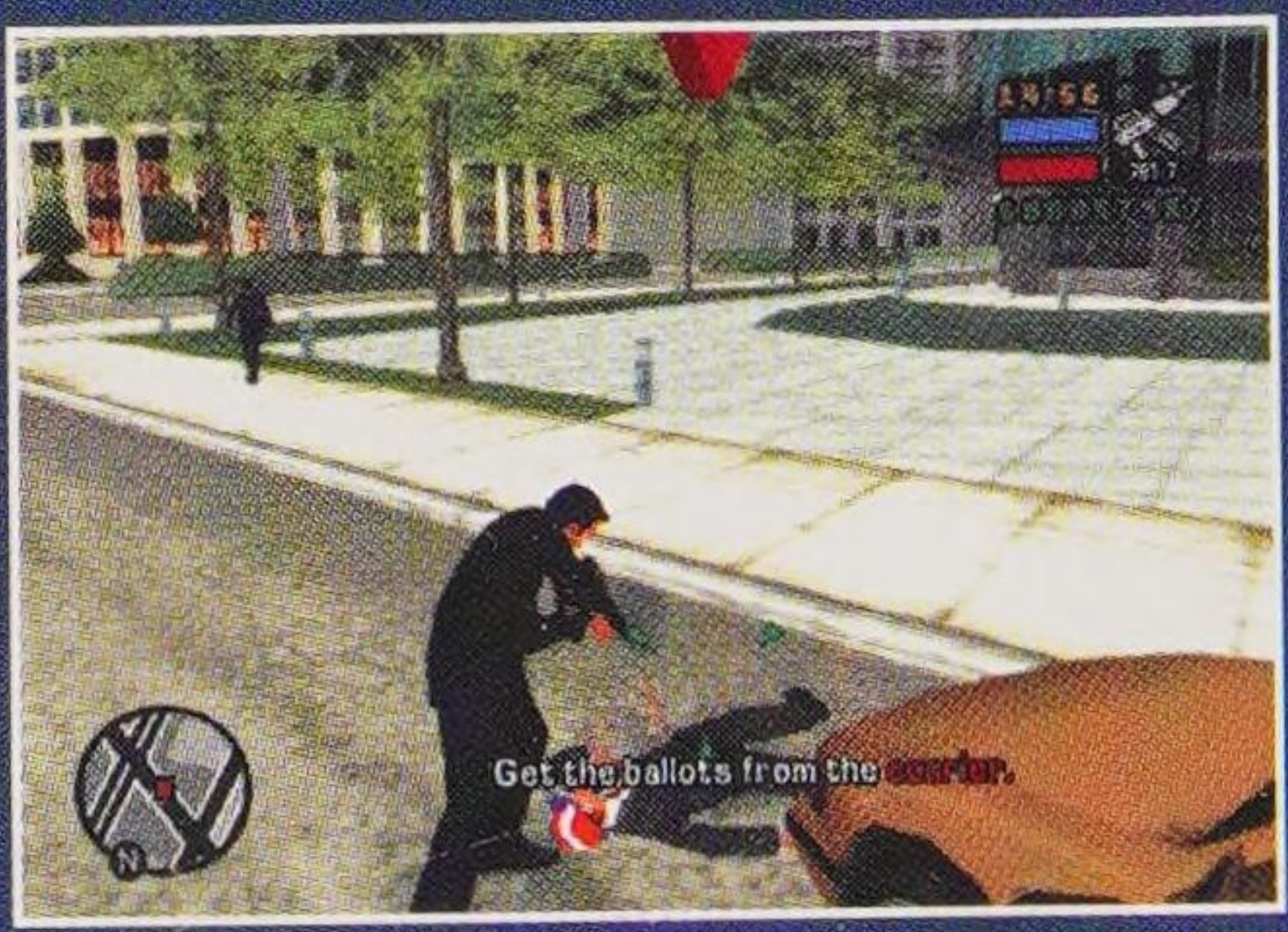


Get the ballots from the courier.

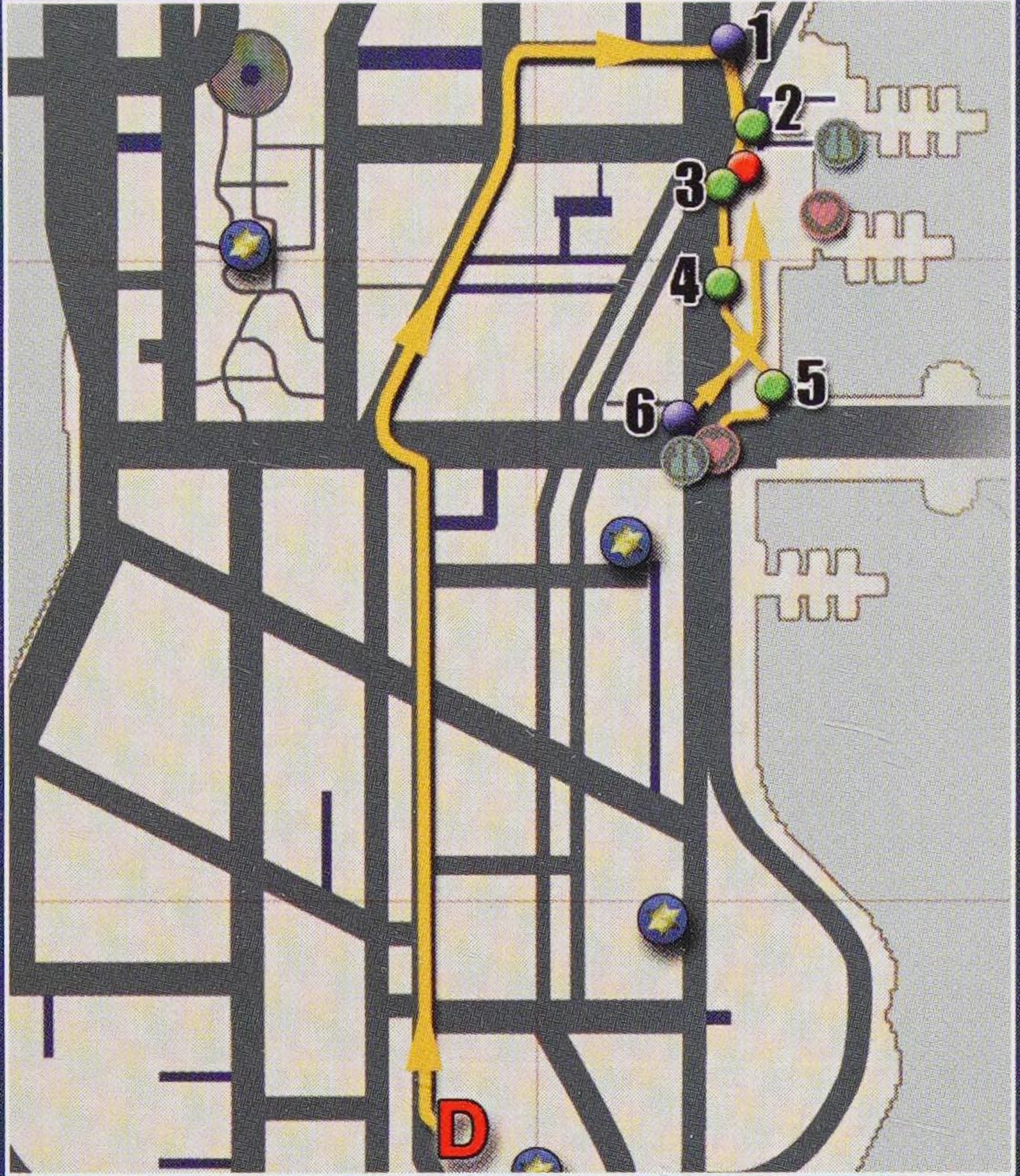
Another exchange similar to the last one occurs north of the park **(3)**. Again, walk up close to the van, wait for the courier to exit, then kill him, take the package, re-enter a vehicle, and chase the van again. This particular exchange usually occurs in front of the police, so expect a one-star Wanted Level after each episode. Also, a cop may be at your heels when you get in your vehicle. Don't shoot, just step on the gas as soon as you enter so he can't pull you out.



The last exchange is in Bedford Point **(4)**. Park between the ballot van and the car it stops near. Repeat the retrieval process. As soon as you pick up this third ballot bundle, the mission is complete.



Get the ballots from the courier.



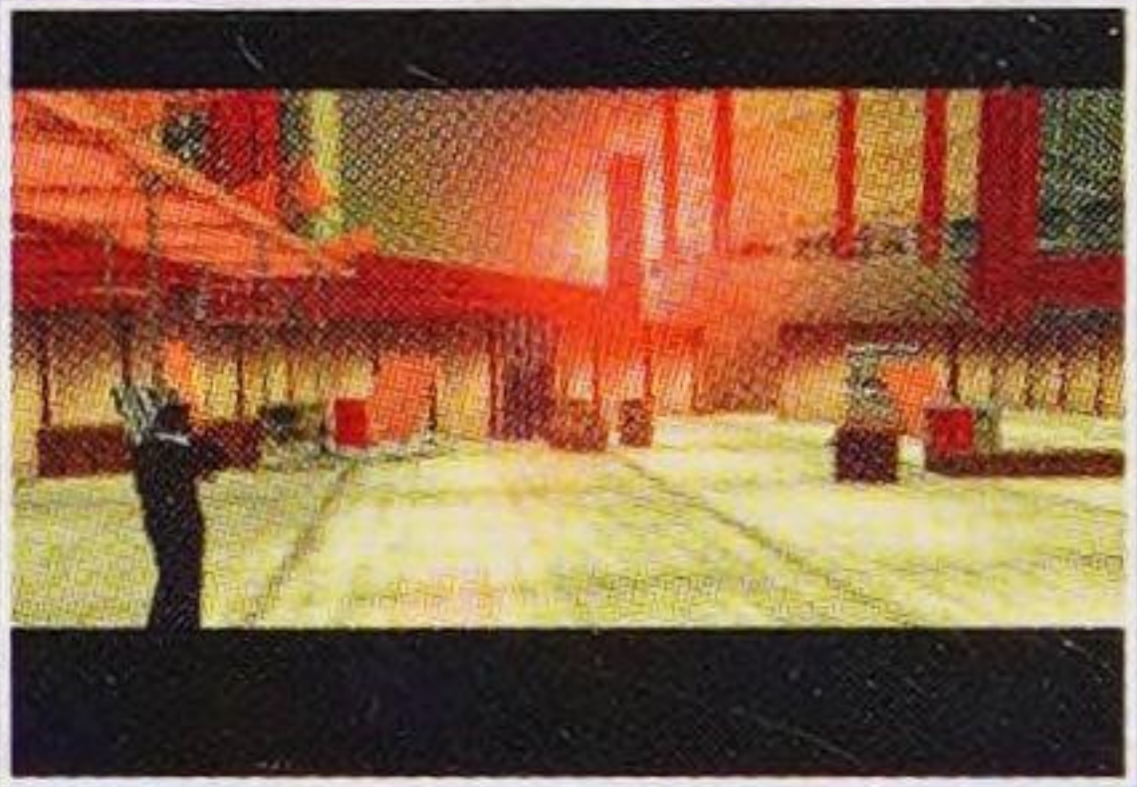
LOVE ON THE ROCKS

REWARD: None

UNLOCKS: Shoreside Vale (bridge and ferries open)

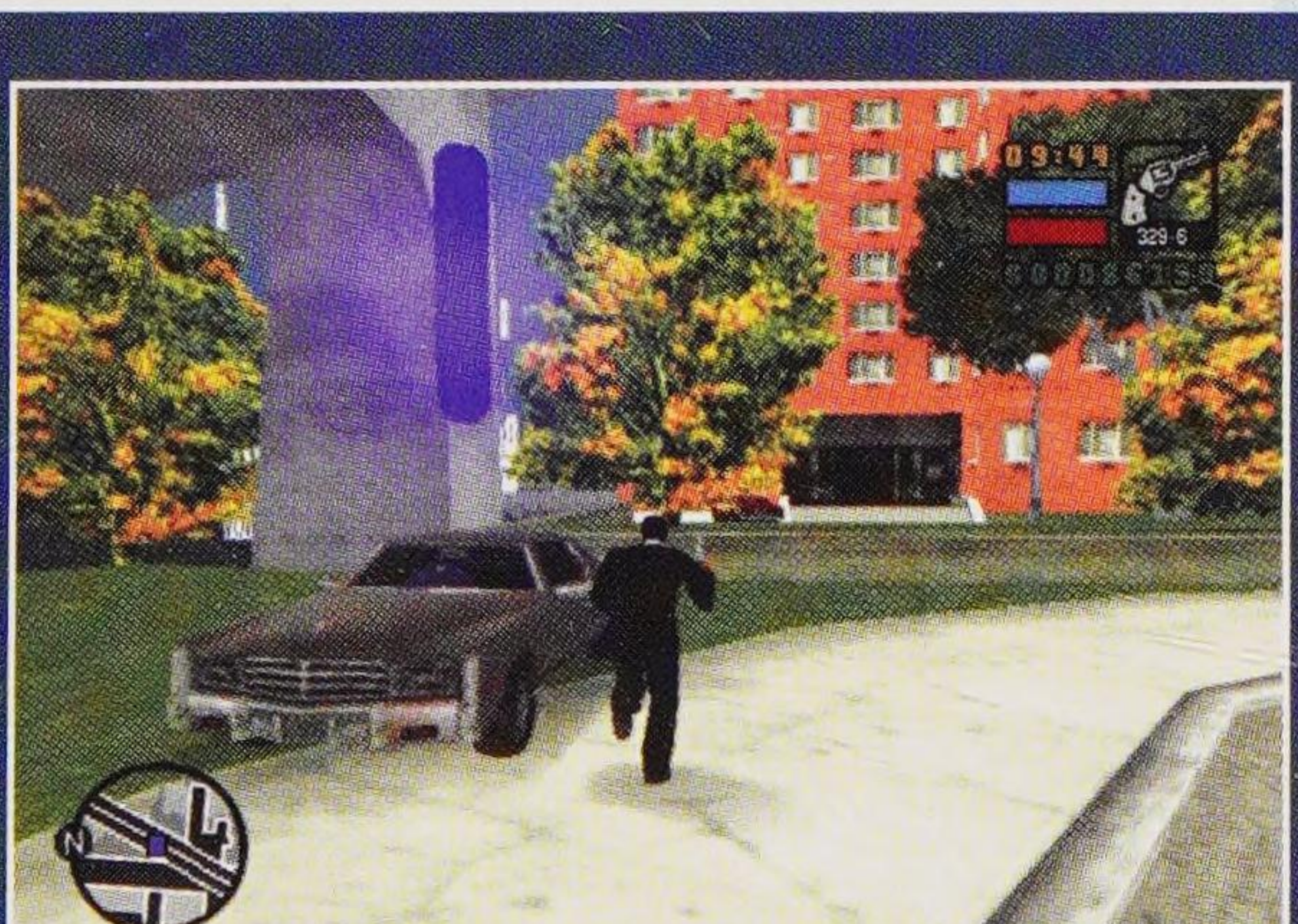
OTHER UNLOCKABLES: Salvatore's Shoreside Vale mission, Rough Justice.

THE Forelli candidate, O'Donovan, links Donald Love to Salvatore Leone, now acknowledged as public enemy number one. Donald Love's political career stands on a knife's edge. Toni must retrieve the evidence linking Donald to Salvatore.



MISSION ACCESSIBILITY

Before this mission becomes available, you must complete Donald Love's mission, *Counterfeit Count*; the Confessional mission, *False Idols*; and Leon McAffrey's mission, *Munitions Dump*.



MEET DONALD LOVE'S MAN BELOW THE OVERPASS IN NEWPORT.

Before you meet your contact in Newport, acquire a sniper rifle, an M4, and full Armor. Follow the route indicated on our mission map for the easiest route to your contact under the Newport overpass **(1)**. This takes you to the lower road under the overpass to the contact's vehicle—indicated with a blue arrow overhead and by a blue blip on the radar.

GET INTO THE CONTACT'S CAR.

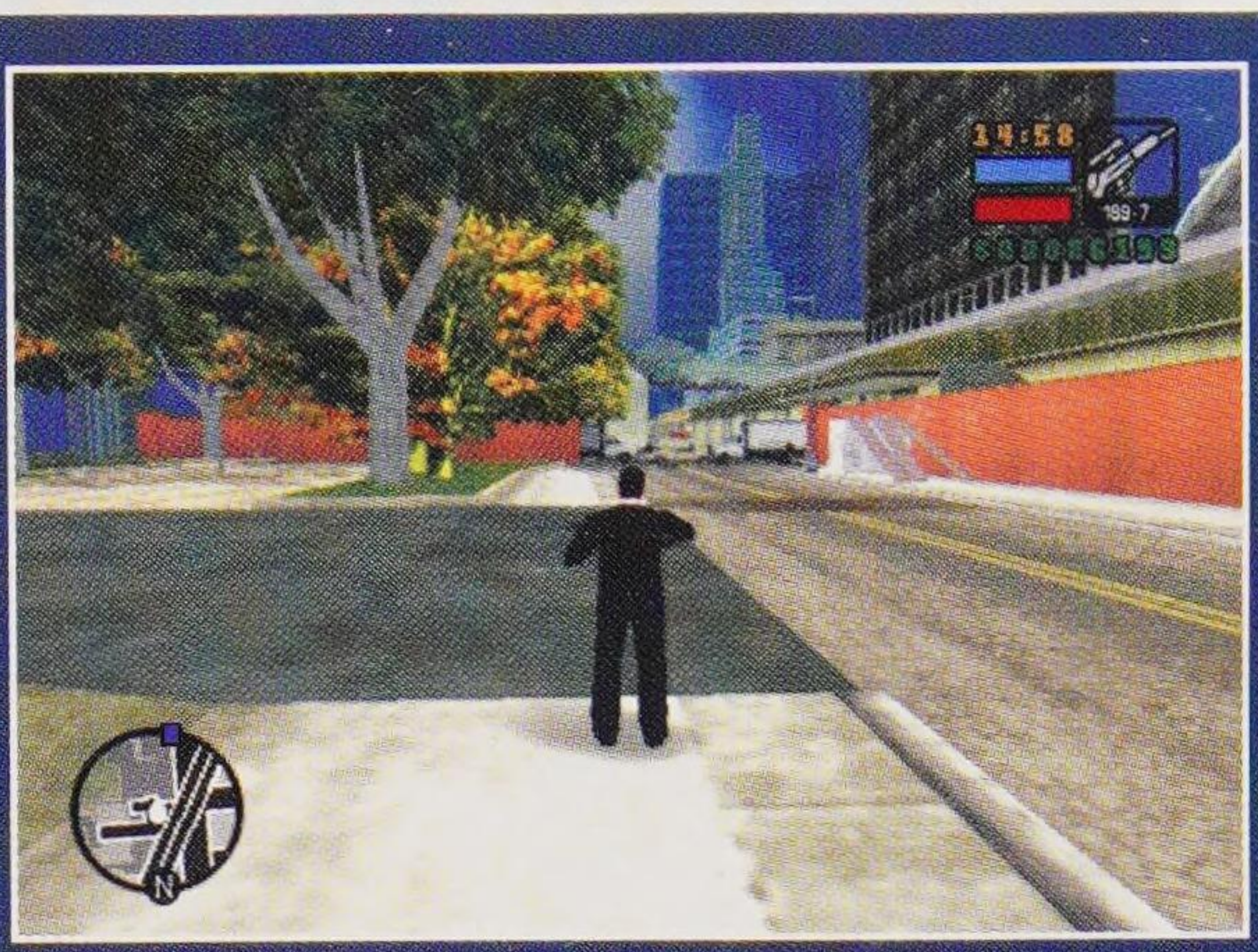
When you enter the vehicle under the overpass **(1)**, the contact informs you that the evidence is in a highly protected van parked in the docks area to the south. When you exit the vehicle, the contact takes off and you receive a new objective.

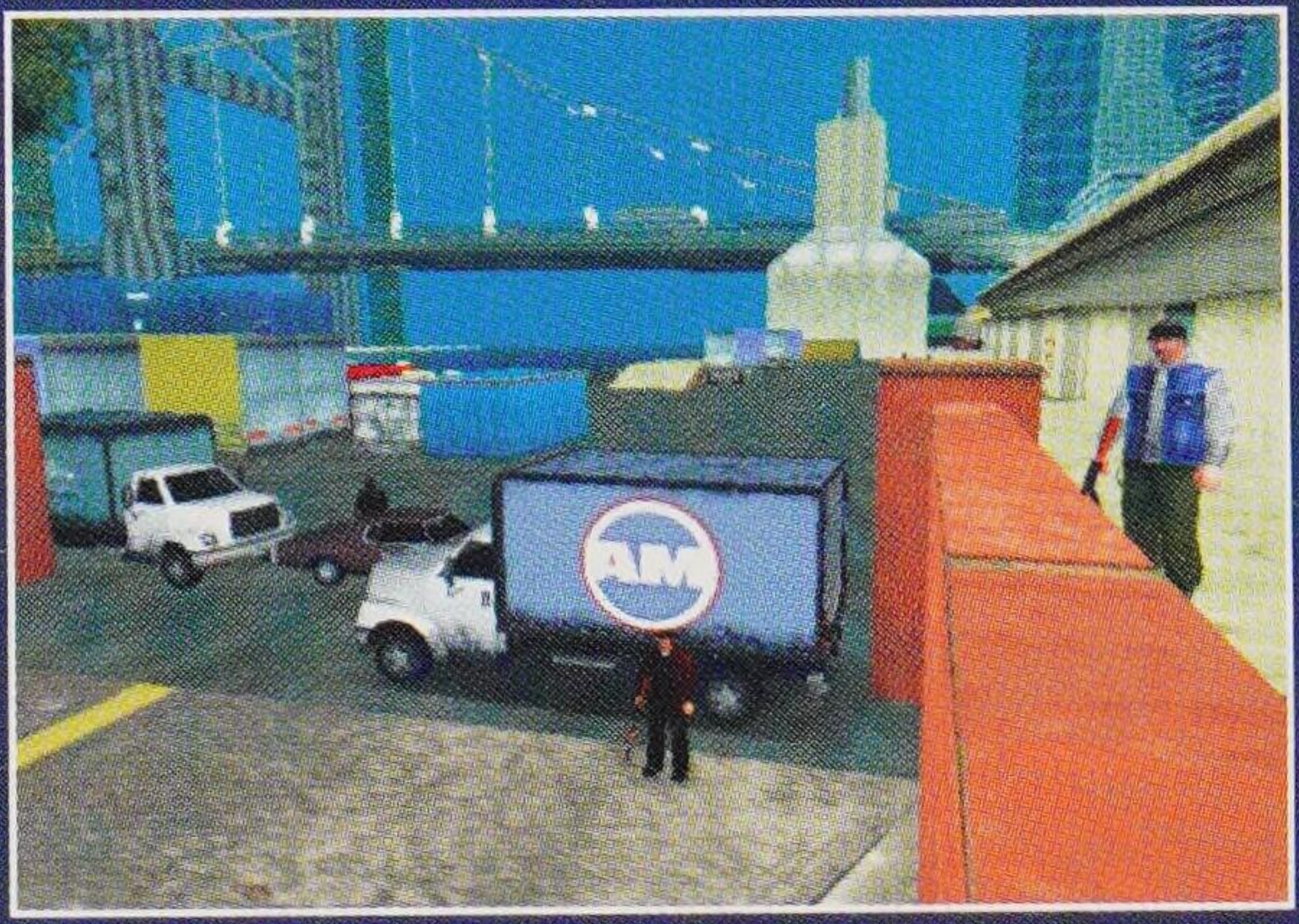
STEAL THE VAN CONTAINING THE EVIDENCE.

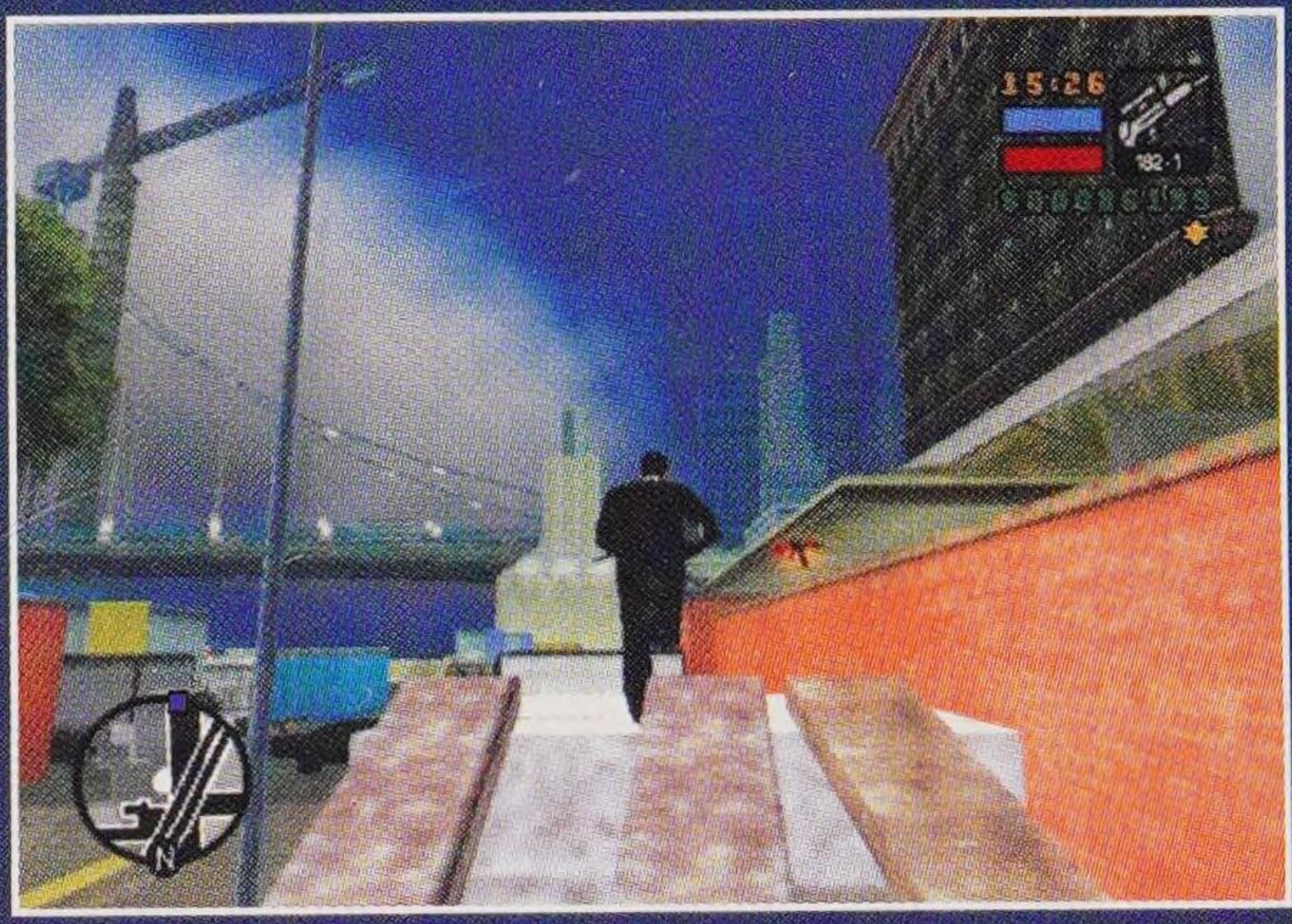
Walk south on the street toward the docks from the location where you met with the contact. Stop just a few yards **(2)** from where you met the contact so the guards at the entrance of the docks do no not spot you. Use the sniper rifle to take out the four guards near the car-blocked entrance (red dot on our mission map).

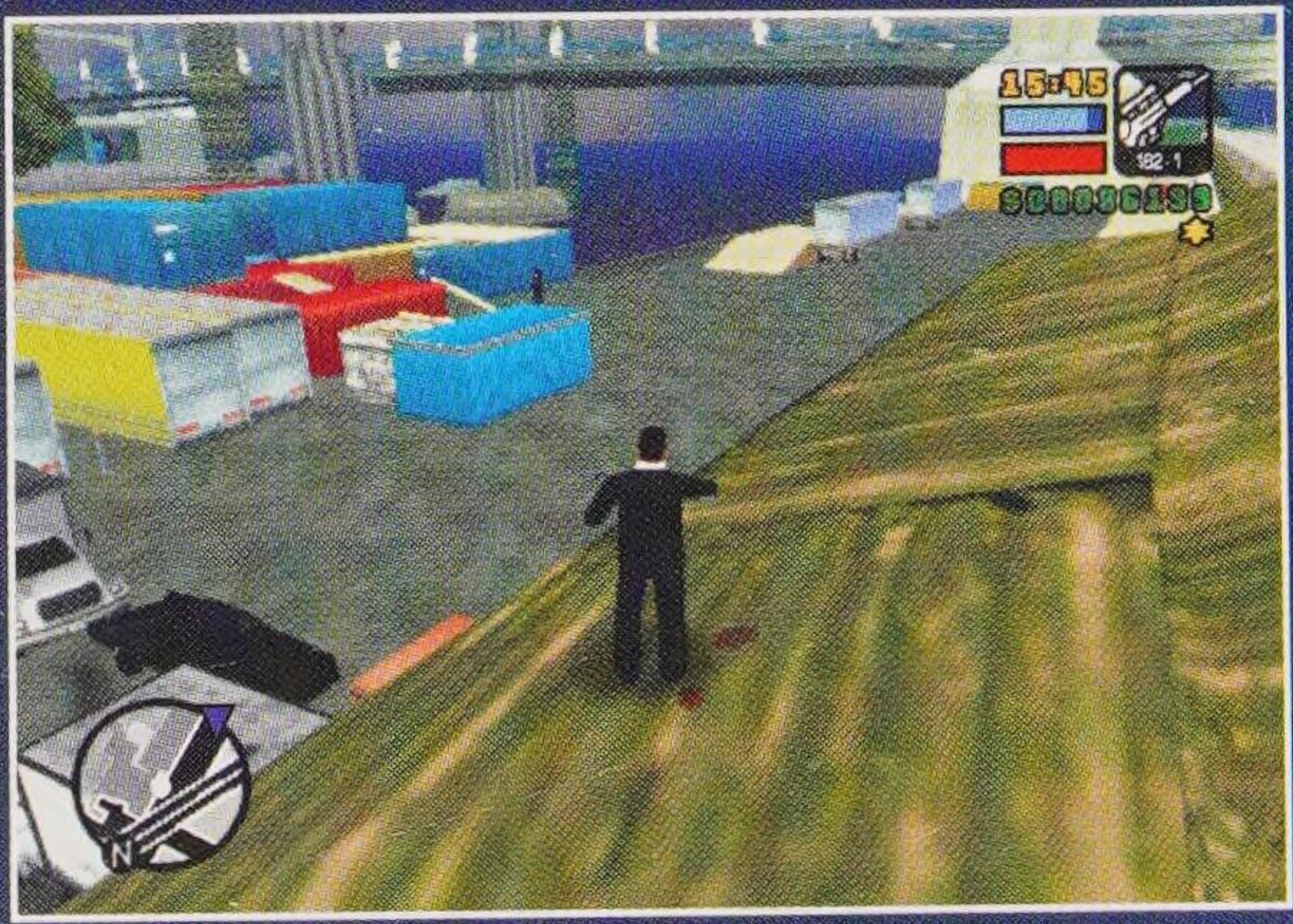
You can find one guard on the roadside wall, above the ramp on the right side of the road. There's another one between the ramp and the white truck, which is part of a three-car roadblock. Two more guards stand behind the other two vehicles in the roadblock. A one-star Wanted Level is typical when you shoot the fourth guard, but it's nothing to worry about; the cops won't bother you down here unless the level is elevated.

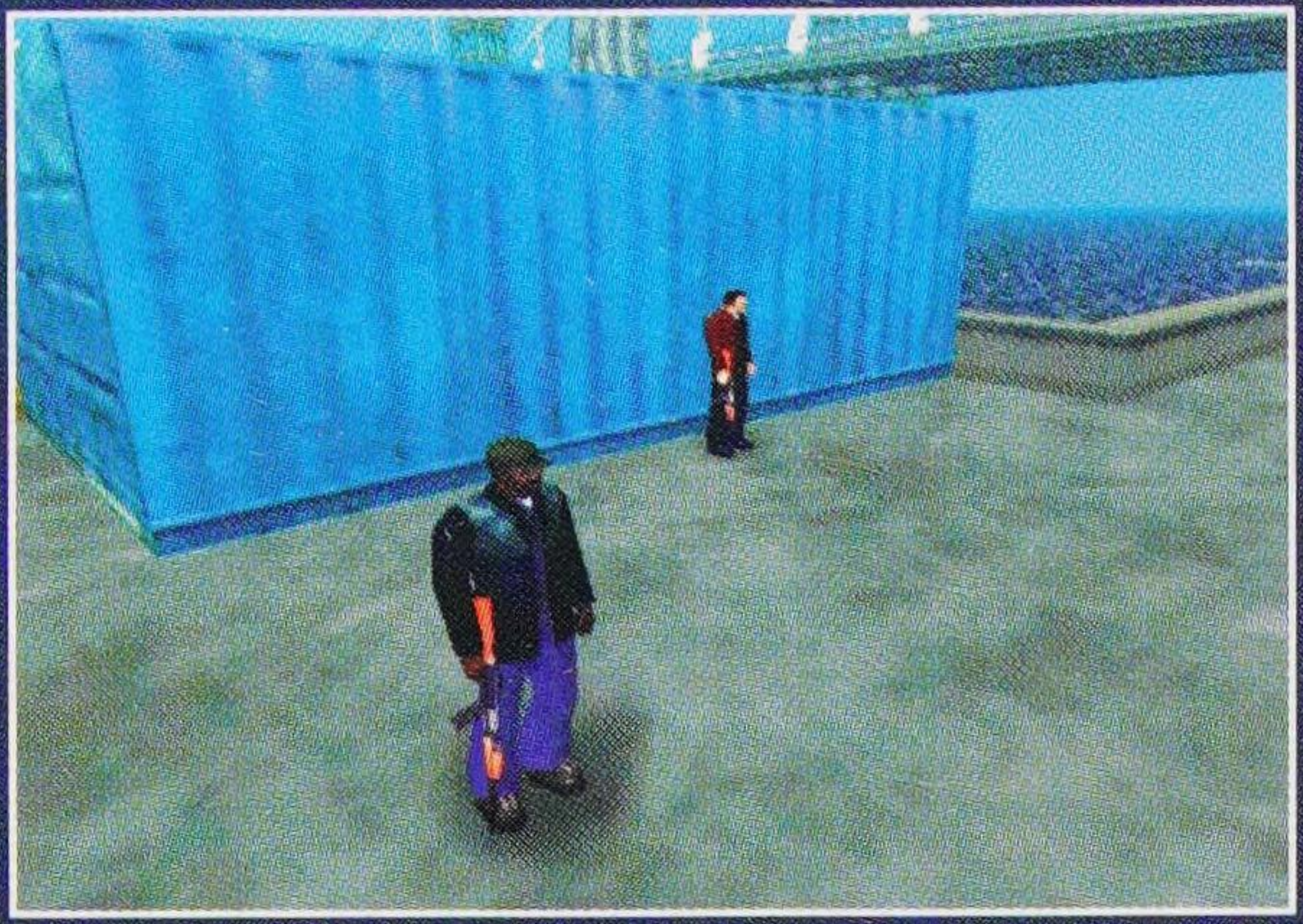
With the first four guards out of the picture, advance toward the road ramp on the right before the roadblock. Walk up the ramp and jump onto the road wall where one of the guards was standing earlier. Walk up onto the small gray ramp and then onto the narrow green ledge, which is part of the foundation of the overpass. Follow the narrow ledge to the warehouse's angled overhang **(3)**.







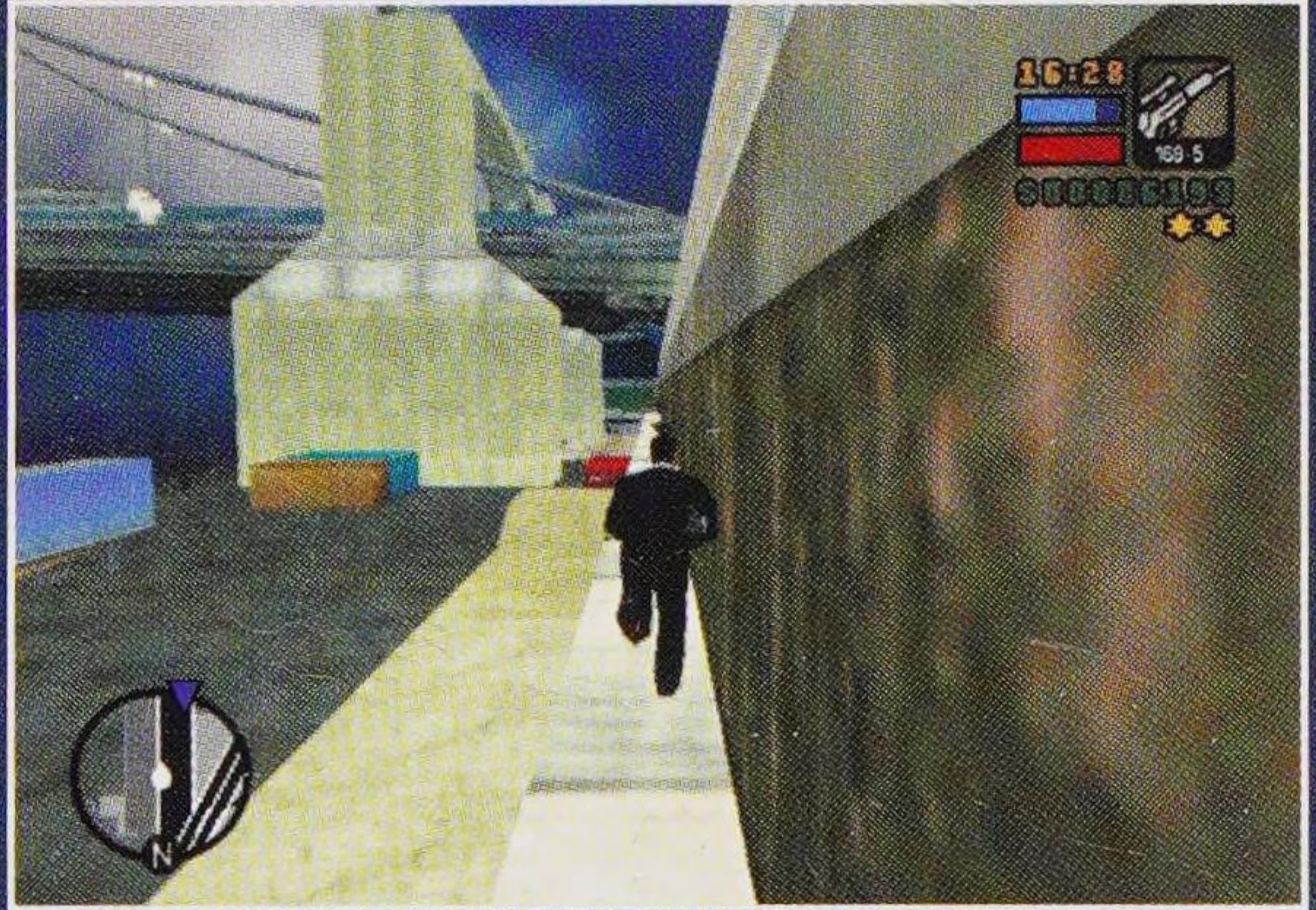


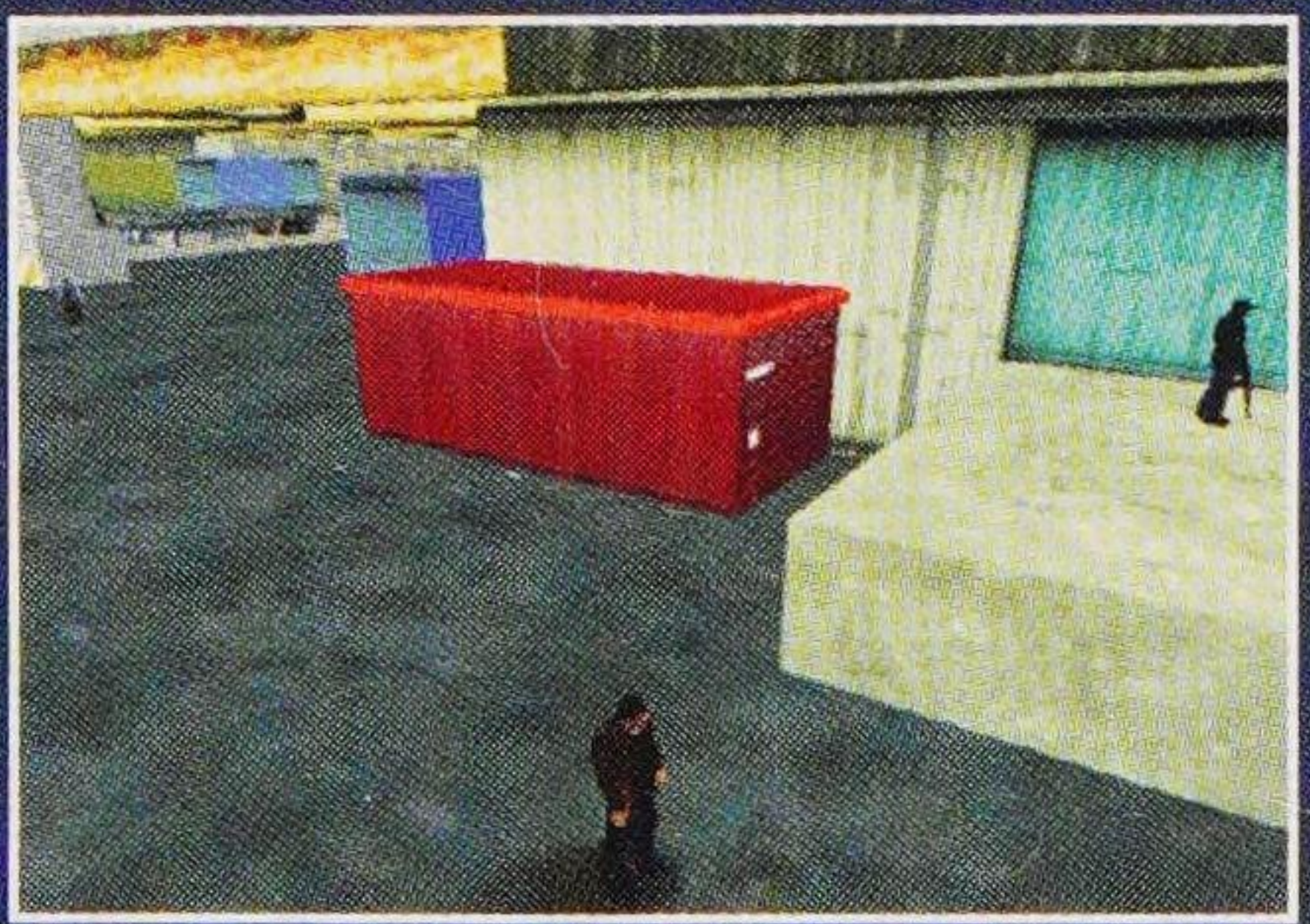


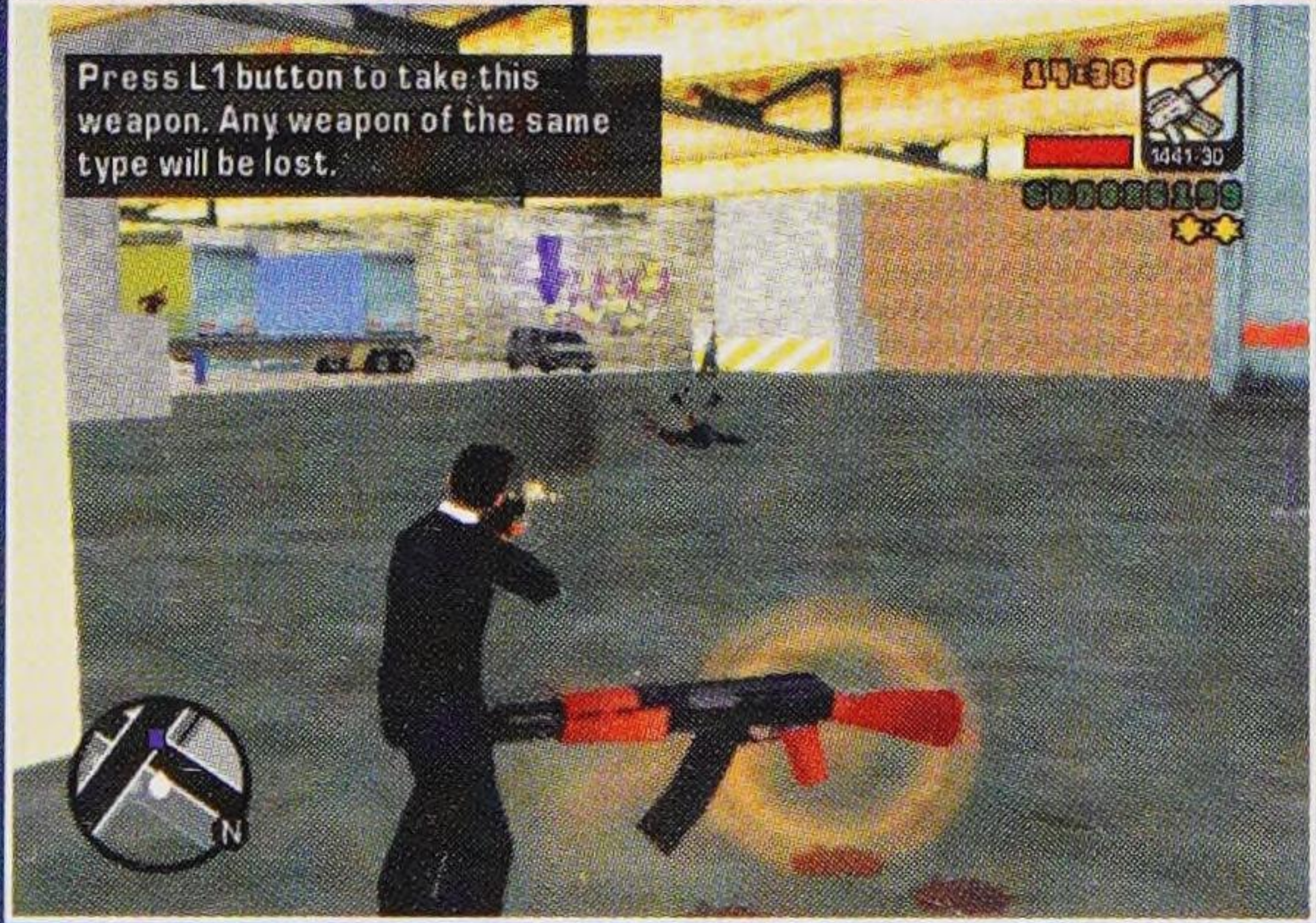
Snipe all the guards you can see in the docks area below to your left from behind the inclining section of this overhang. You should be able to see two guards near a large, dark green shipping container near the shoreline and another just south of them behind a ramp. Scanning due south, you can spot a guard standing near the bridge column and possibly another one that sometimes appears on the end of the walkway below you.

BACKUP AVOIDANCE

By using this "high ledge" strategy, you avoid the occurrence of a carload of guards that arrive when you storm in on the ground level. These guards may or may not appear during your escape from the docks once you have the evidence van. This depends on how long you stick around or where you explore within the dock area.







Press L1 button to take this weapon. Any weapon of the same type will be lost.

Once everyone in this first section of the docks has been eliminated, hug the right wall (the edge of the road to your right) and walk along the narrow ledge that continues beyond the warehouse overhang. Stop **(4)** when you spot the guard between the bridge column and the last red shipping container to the south (where a Hidden Package is located). If you walk too far south, he'll see you and run toward you, stopping only to fire off a few rounds of his AK-47. Try to snipe his head while he's stationary behind the container.

Leap off the ledge and down to the raised walkway, or to the top of the red shipping container. Jump down to the pavement and select your M4. Walk to the bridge support beam **(5)** to the south and begin auto-targeting and shooting the four remaining guards. The guards surround the evidence van **(6)** parked near the many truck trailers to the southwest. Keep your left side near the bridge column to avoid some crossfire. This will buy you some time while you sweep your sights across the guards, starting from the right and working your way to the last guard on the left who's perched on one of the trailers.

Before you enter the evidence van, find the Health power-up and Body Armor between and behind the trailers parked beside the van. Now, with full Health and Armor, enter the van.

TAKE THE VAN TO THE DROP-OFF POINT.

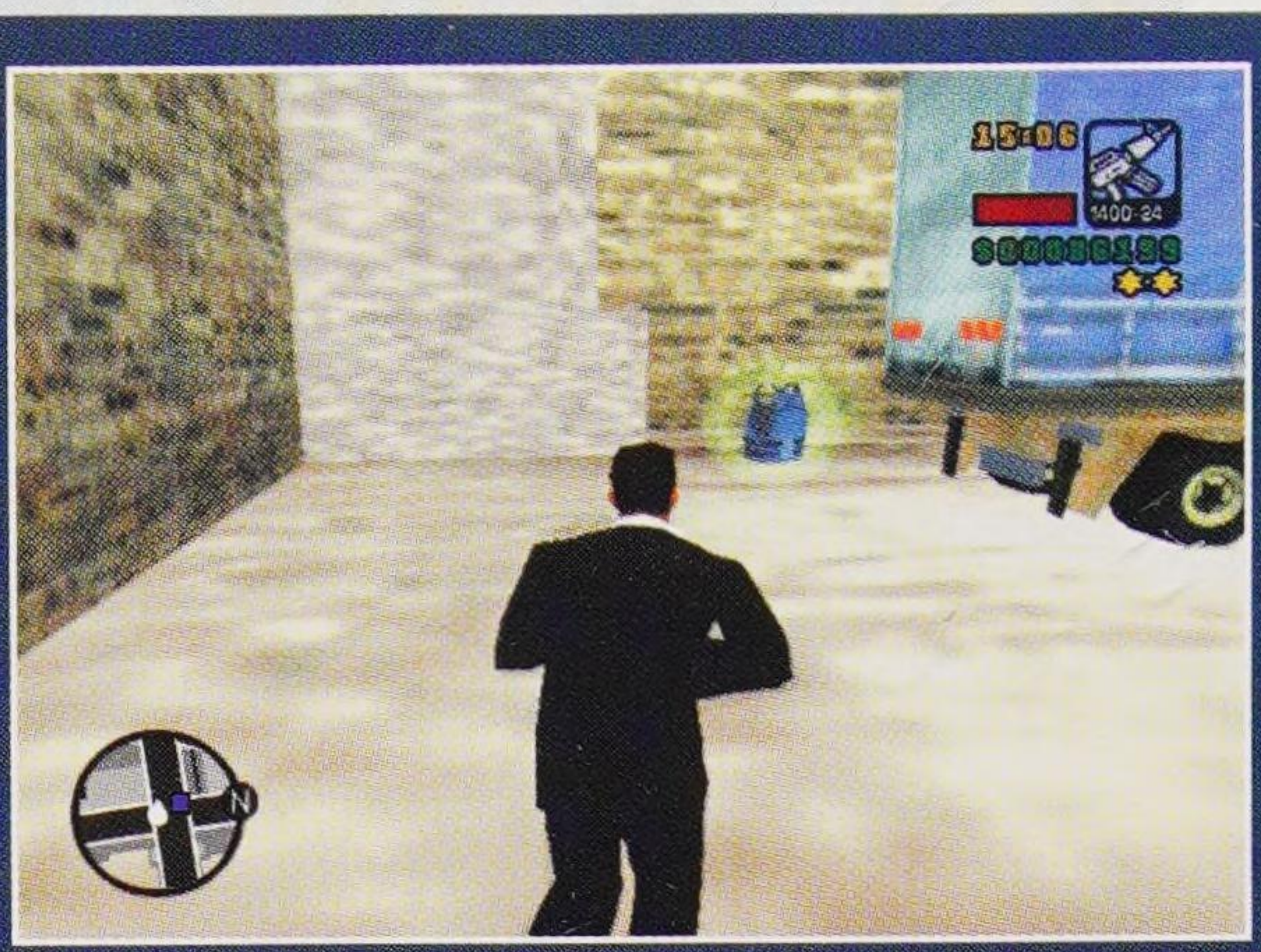
On your way out of the docks, you'll notice the middle car in the dock entrance roadblock has been moved. Just before you pull through the two remaining trucks in the roadblock, a Banshee with a driver and a gunman pulls out of the parking lot to the south **(2)**. They remain parked in the road ahead and do not attack until you pass what remains of the roadblock (red dot on our map).

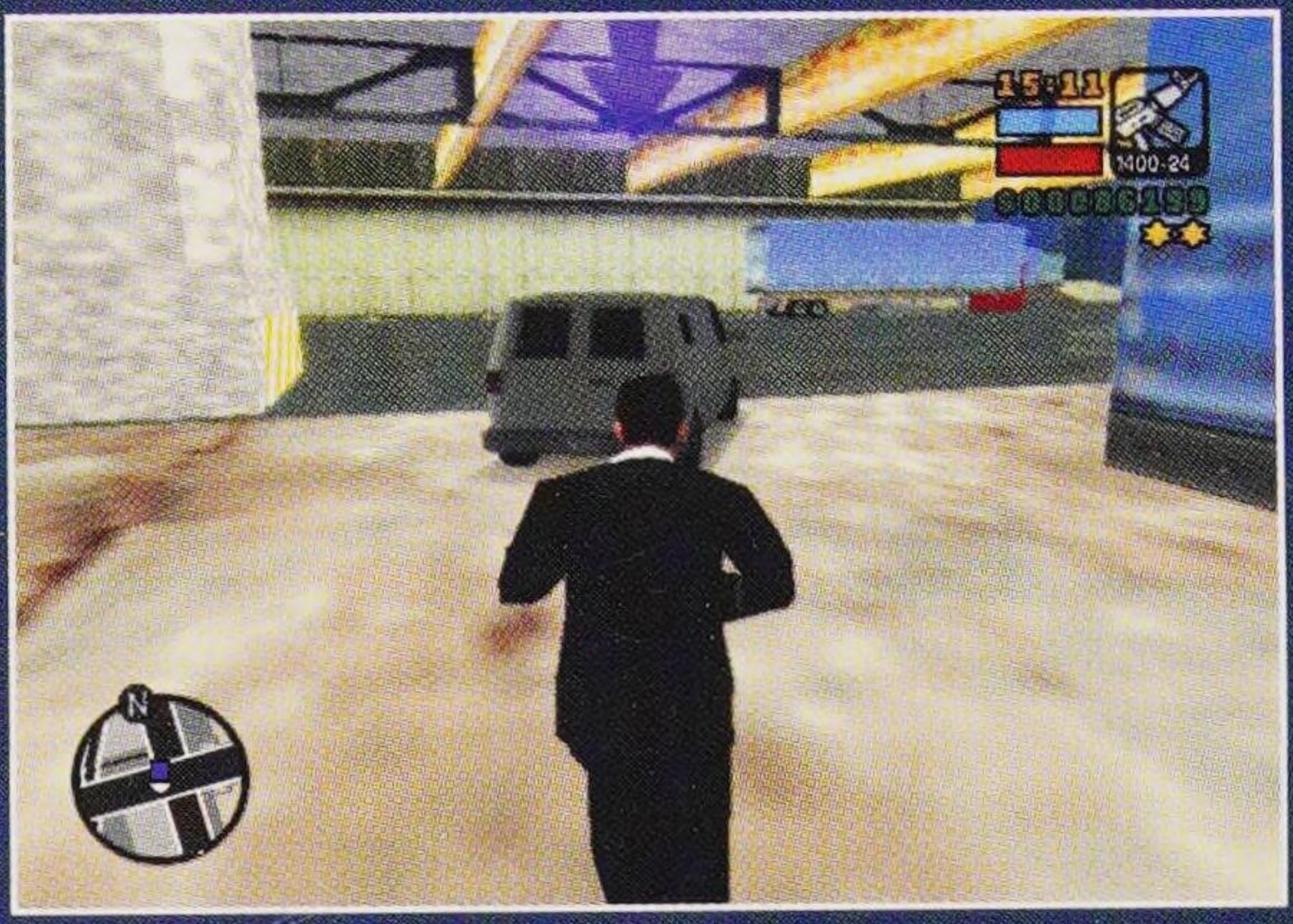
Exit the van, then snipe the gunman and the driver—in that order. If they're already charging, allow them to pass, then quickly exit the van and spray them with M4 or AK-47 bullets. Use the nearby Pay 'n' Spray to repair your ride or erase your Wanted Level.

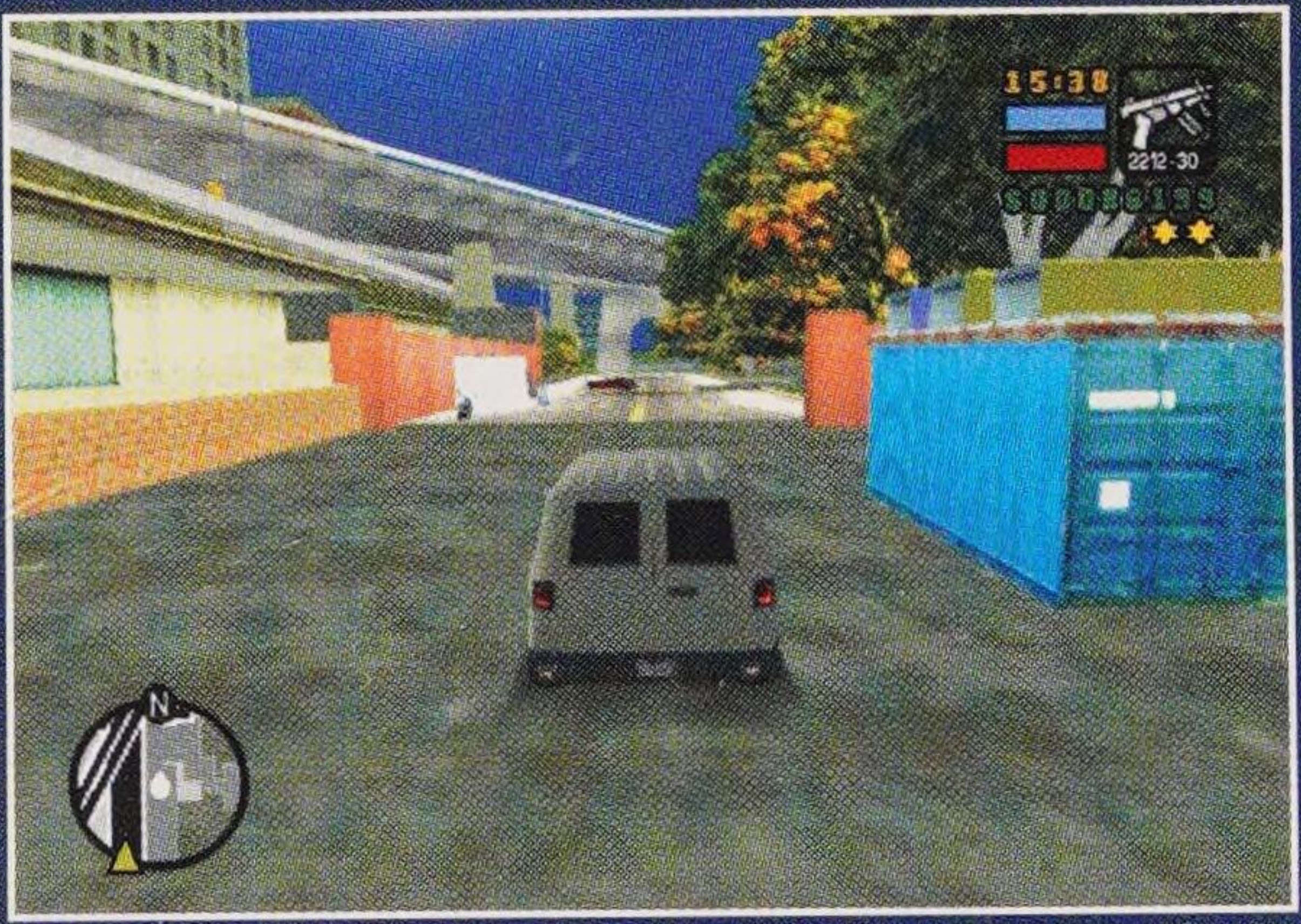
Follow the yellow blip on the radar to Donald Love's garage in Bedford Point. Drive through the yellow marker and into the underground garage. Remain in the vehicle until the mission strand ending cinematic plays. In it, Donald becomes bankrupt and loses voters because of his ties with Toni. He wants nothing to do with you now.

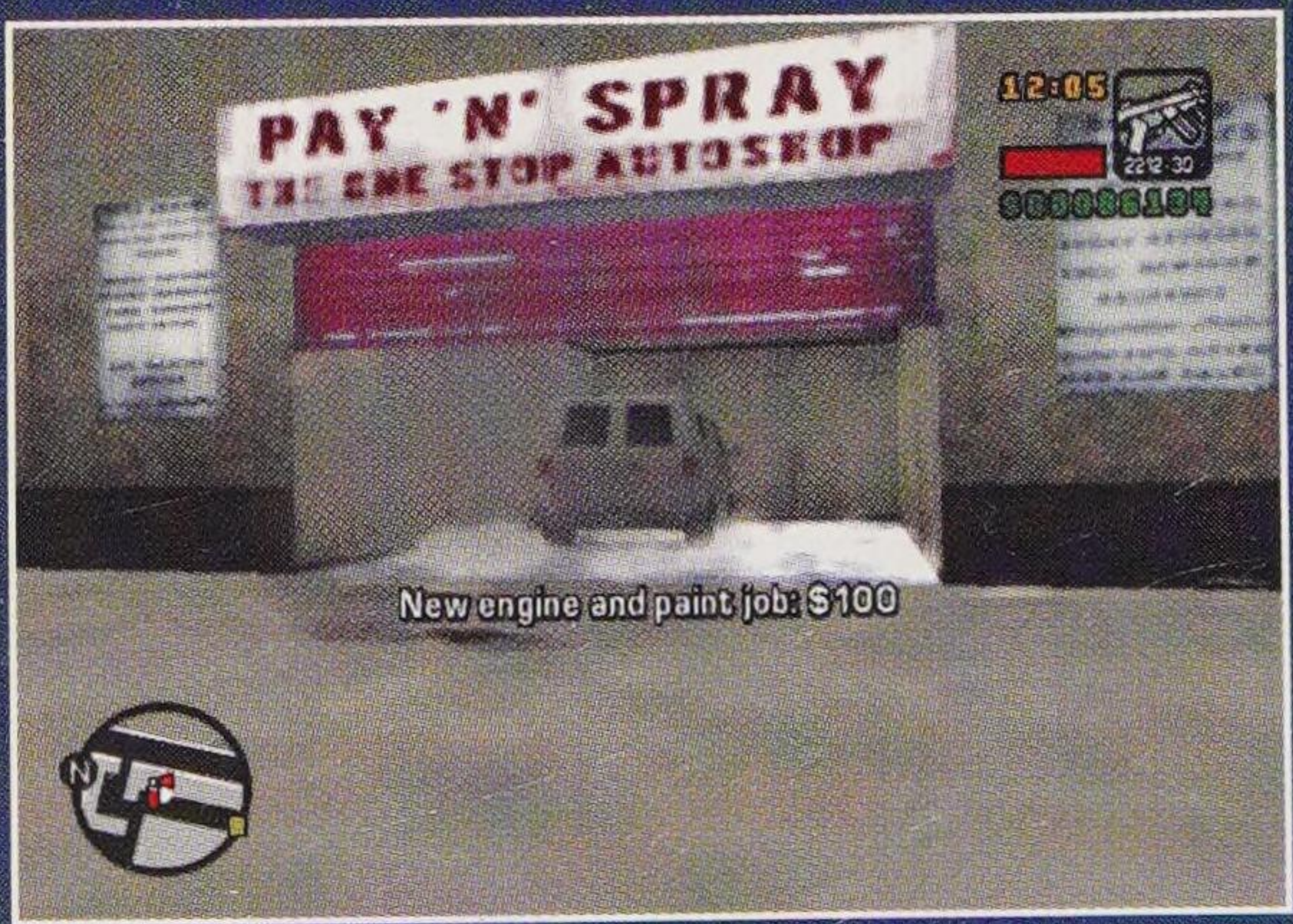
LCN RADIO REPORT

The Liberty City News announces the resuming of all service routes for all ferries and subways the first time you enter a vehicle after completing *Love on the Rocks*. The elevated bridge from Staunton to Shoreside Vale has also opened. The mayor promises continued ferry service in Liberty City. As you may recall, there were no ferries in *Grand Theft Auto 3*. The future completion of the Porter Road tunnel brings an end to ferry transportation in Liberty City.





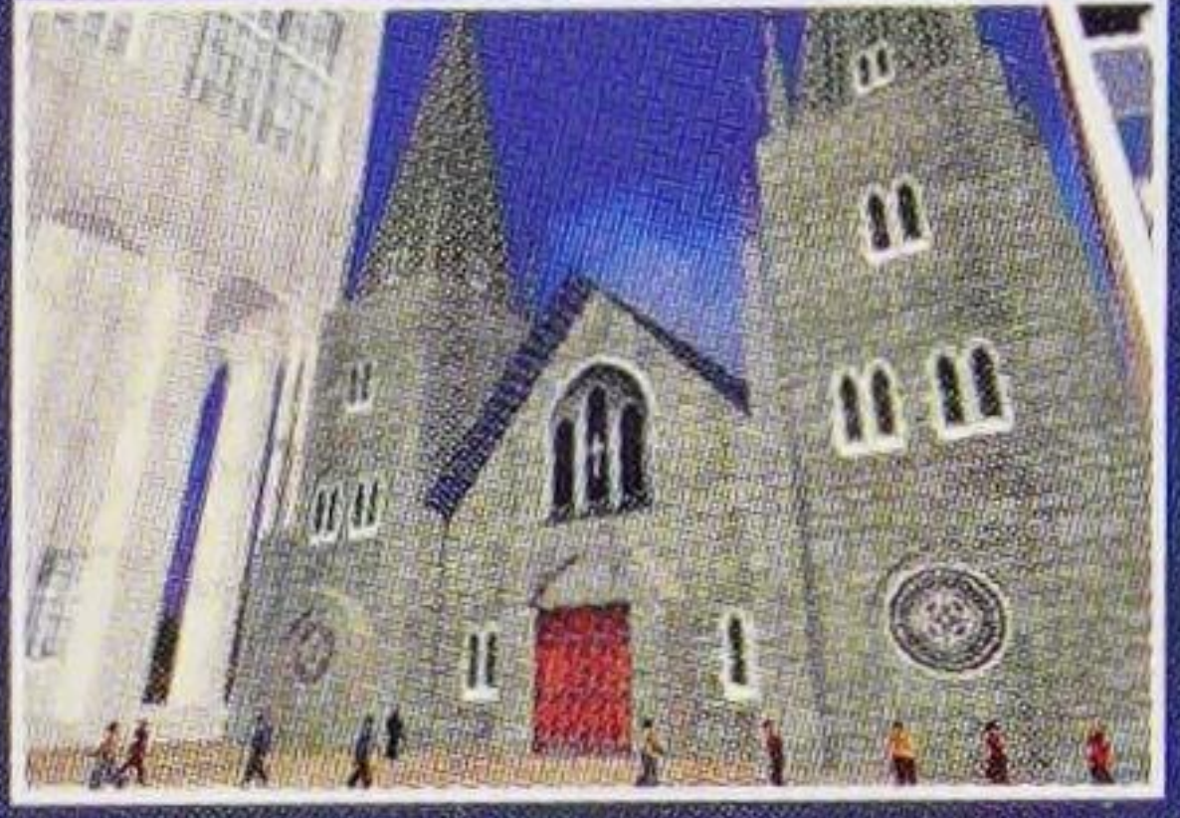




New engine and paint job: $100

CONFESSIONAL MISSIONS

TONI goes to church in an attempt to clear his conscience and ends up getting new jobs in an unusual place—the confessional booth! Looks like it's time to do the Lord's dirty work.

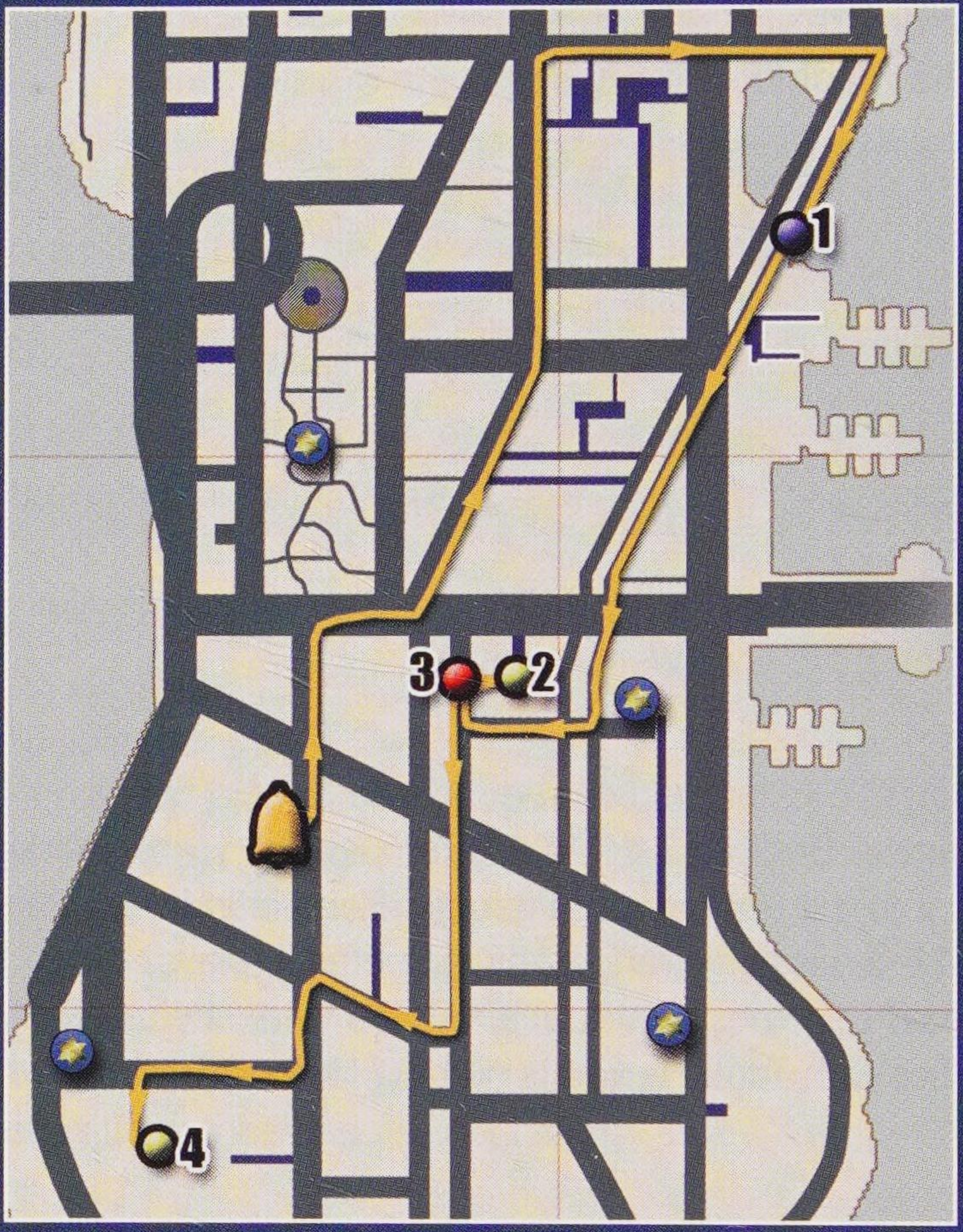


L.C. CONFIDENTIAL

REWARD: $1,500

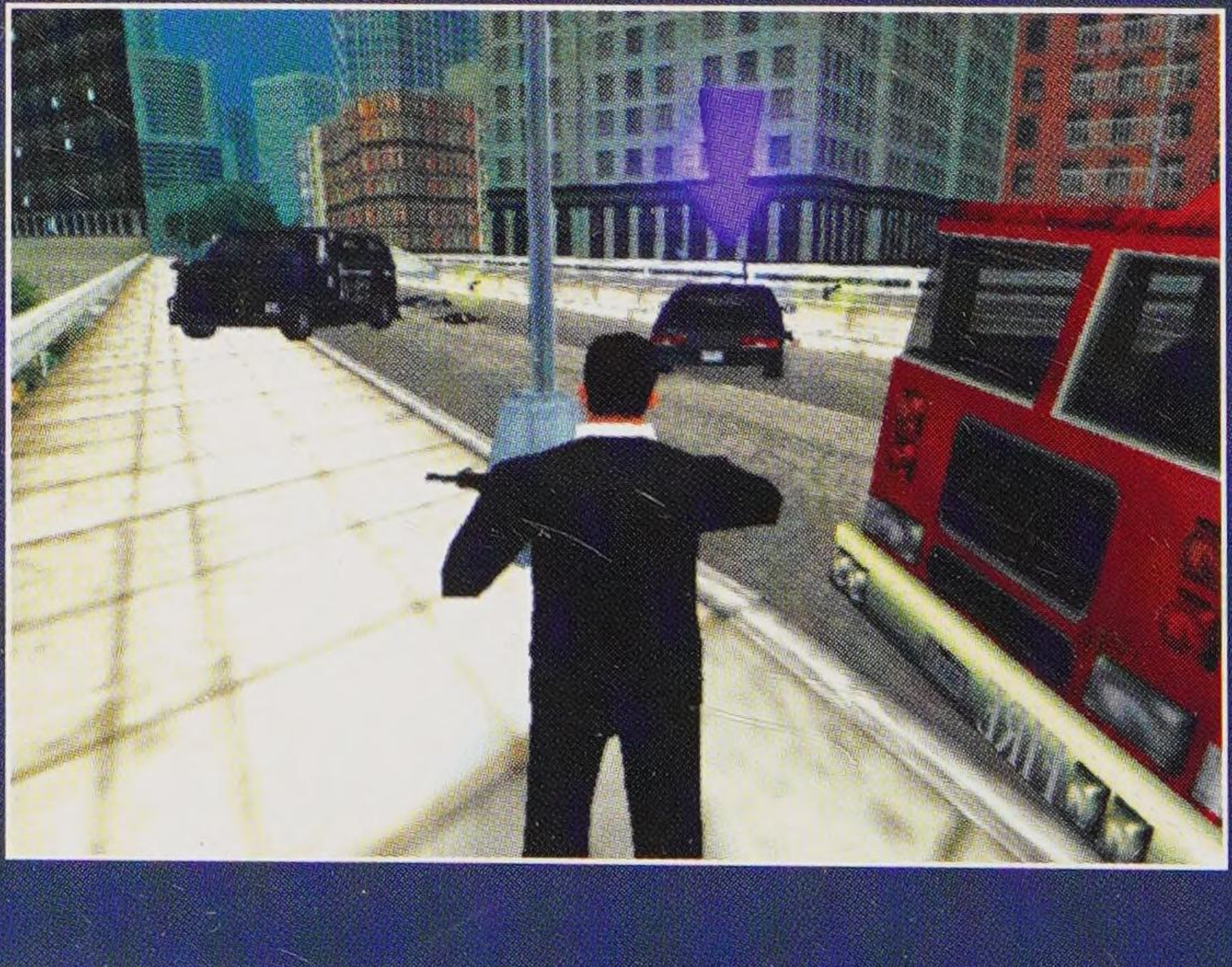
UNLOCKS: The Passion of the Heist

FOLLOW the bell icon on the radar and map to the cathedral in Bedford Point. Inside the church confessional, the foul-mouthed priest hears about your sinful past and suggests you do God's housecleaning to right your wrongs. He wants you to make sure a rat, who's filing fabricated drug reports on the nation's top athletes, does not reach the FBI.



STEAL AN FBI CAR AND GET TO THE MEETING POINT IN AN HOUR AND A HALF.

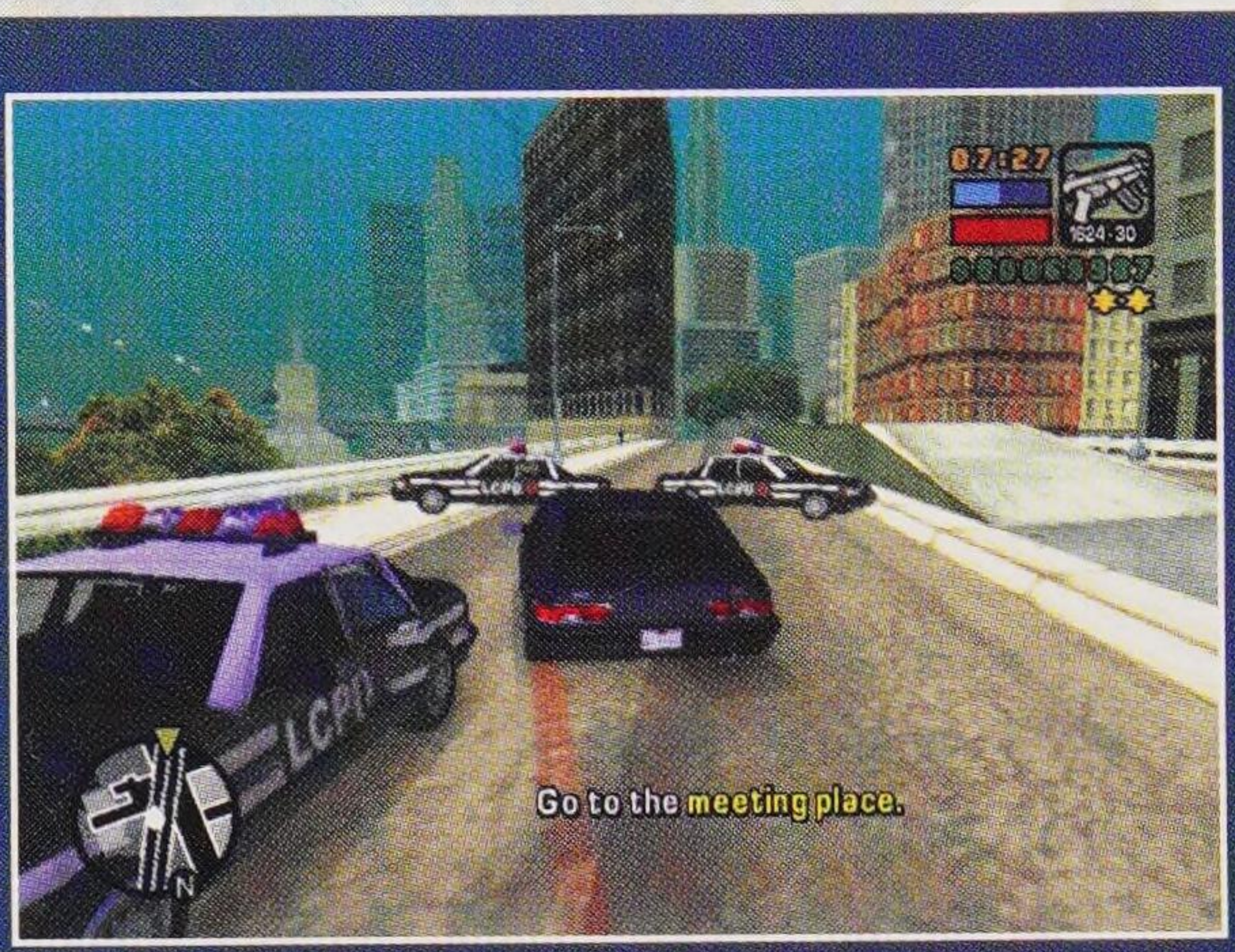
Load up with a sniper rifle, AK-47, or M4, along with full Health and Armor, before beginning this mission. You have one-and-a-half game hours to reach a crime scene in Newport, enter an FBI car that is parked there, and get to the meeting area. The crime scene is in the middle of the eastside Newport overpass **(1)**. There are a handful of cops gathered in a circle of Enforcers and police cars. It's helpful to approach this roadblock from the north. Stand on the left sidewalk just before the first Enforcer and begin shooting at the FBI and cops with the sniper rifle, then switch to the M4 or AK-47 when things get more chaotic. You receive a two-star Wanted Level for the first capped cop; after three law enforcement deaths, you up that another star.



PRE-JACK ARMING TIP

Before you enter the FBI car, make sure to have your AK or M4 selected. You can't use them in a drive-by, but as soon as you exit the vehicle, Toni automatically reselects the weapon he was holding before you entered the car. This is vital to quickly completing the next objective.

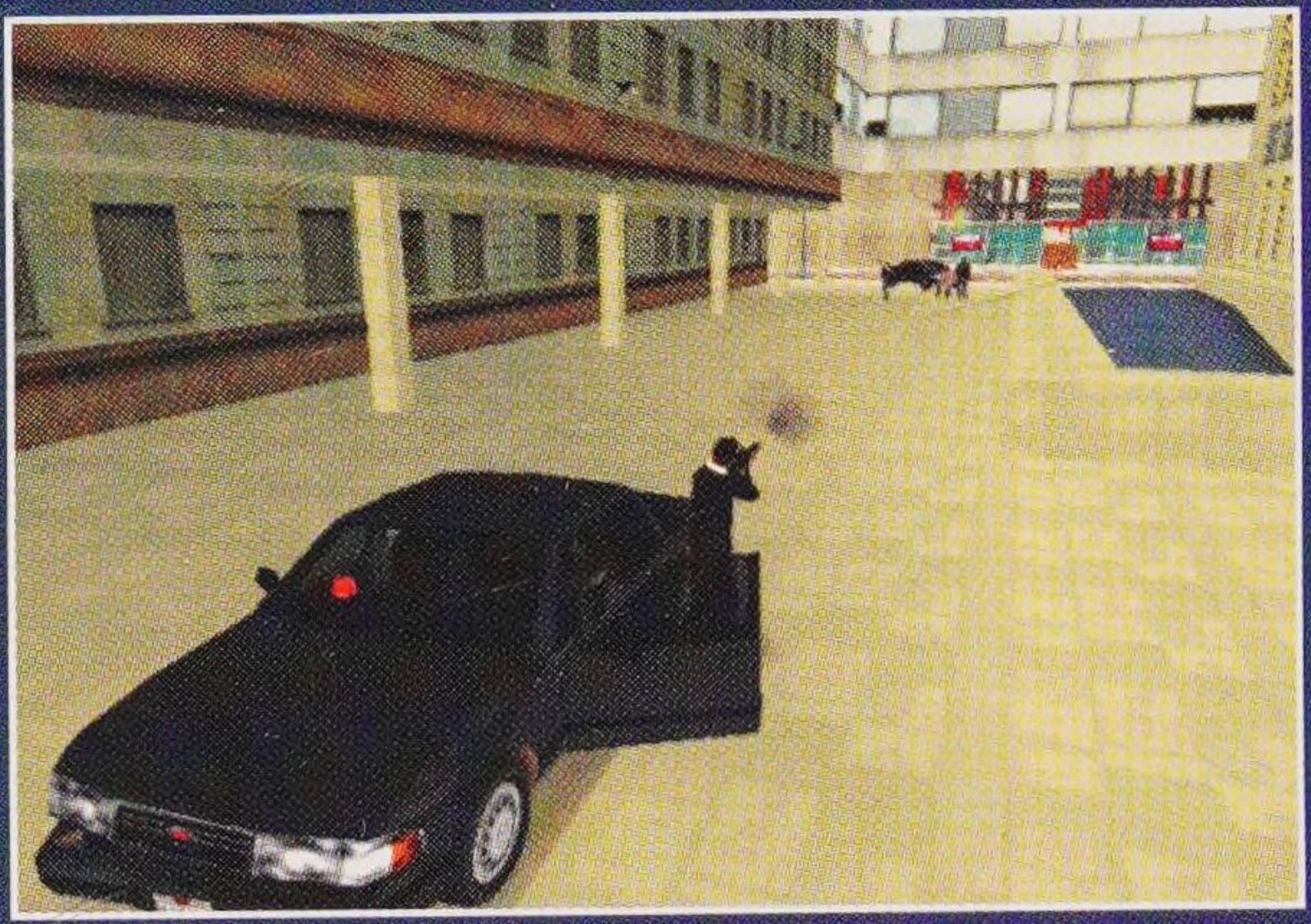
Take out all cops and enter the FBI vehicle with the blue arrow overhead. Drive through the parked police cars, heading south toward the yellow blip. A helicopter is the first to arrive on the scene. As you approach the first intersection to the south, a police car attempts a head-on collision. Swerve to miss the cop and turn right at the intersection while avoiding the parked Enforcer. Continue west for one block and take the first two possible right turns. Drive through the yellow marker in the courtyard **(2)**.



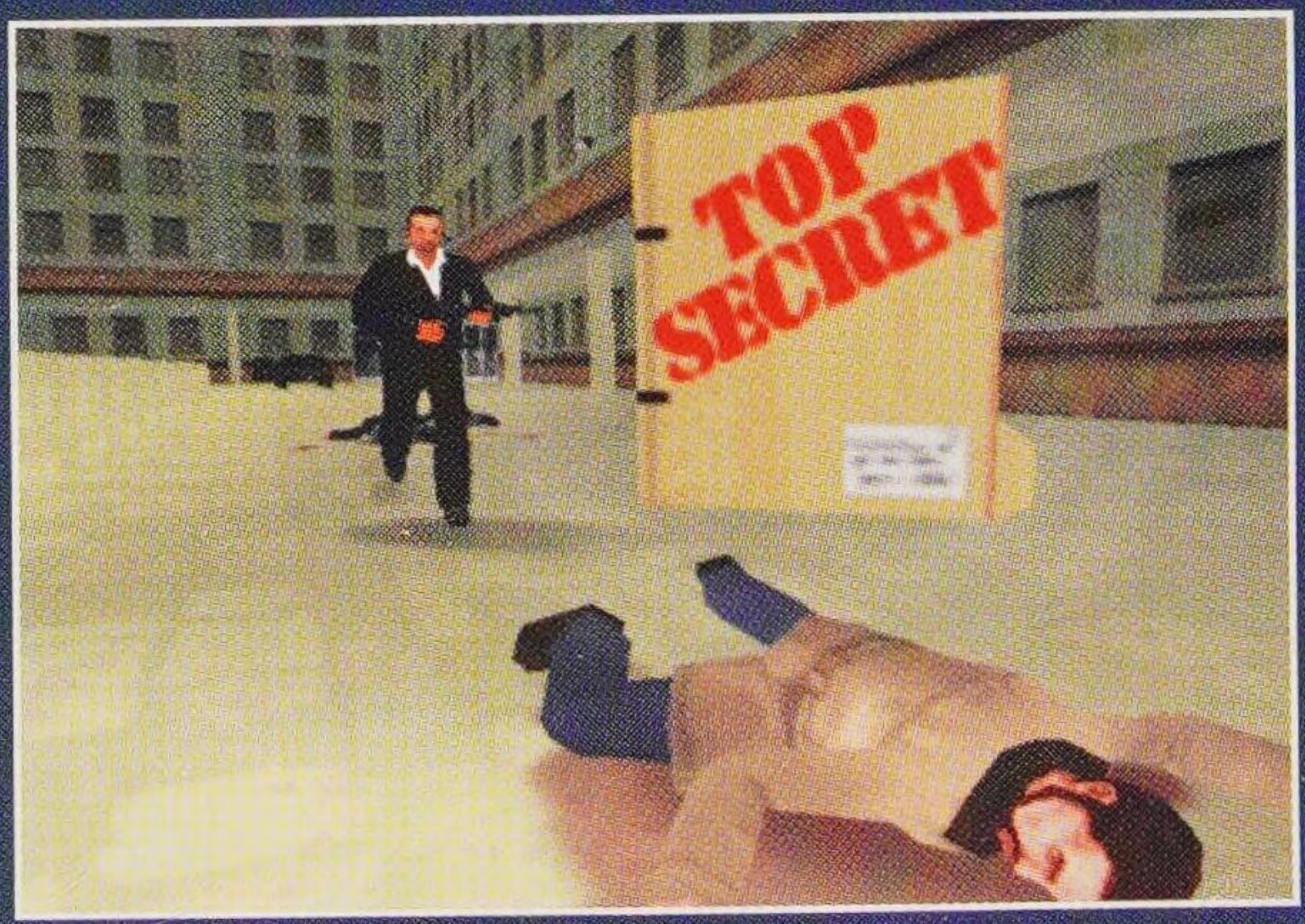
Go to the meeting place.

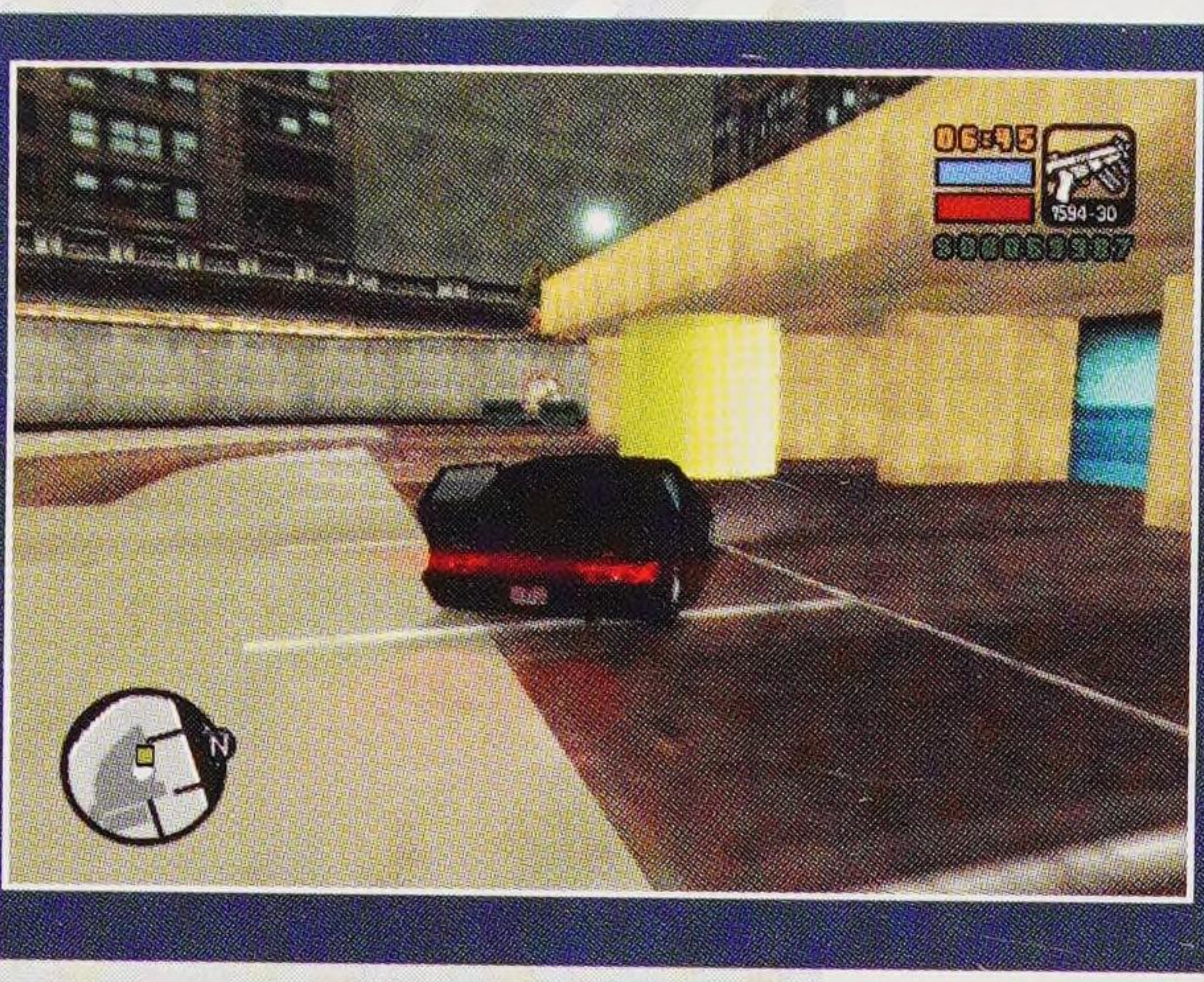
STOP THE INFORMANT AND RETRIEVE THE REPORT.

The informant enters your vehicle and quickly realizes you are not his FBI contact. The legitimate guy just pulled up in his FBI car on the street behind you. He darts out of the car for the real contact **(3)**. As soon as control returns to you from the previous cinematic, quickly exit your vehicle, pivot to face the back of your car, then press the auto-targeting button and start firing. Quickly scroll through your target options to take down the informant in this attack. There are three target locks: two FBI guys and the fleeing informant. If you're quick enough, you can take the informant out before a dangerous and difficult pursuit is required.



With the nearby FBI out of the way, you can quickly and safely get in your car, pull right up to the dropped report, then exit your vehicle (stepping into the report icon) and return to your, or the other, FBI car. More cops in patrol cars arrive shortly.



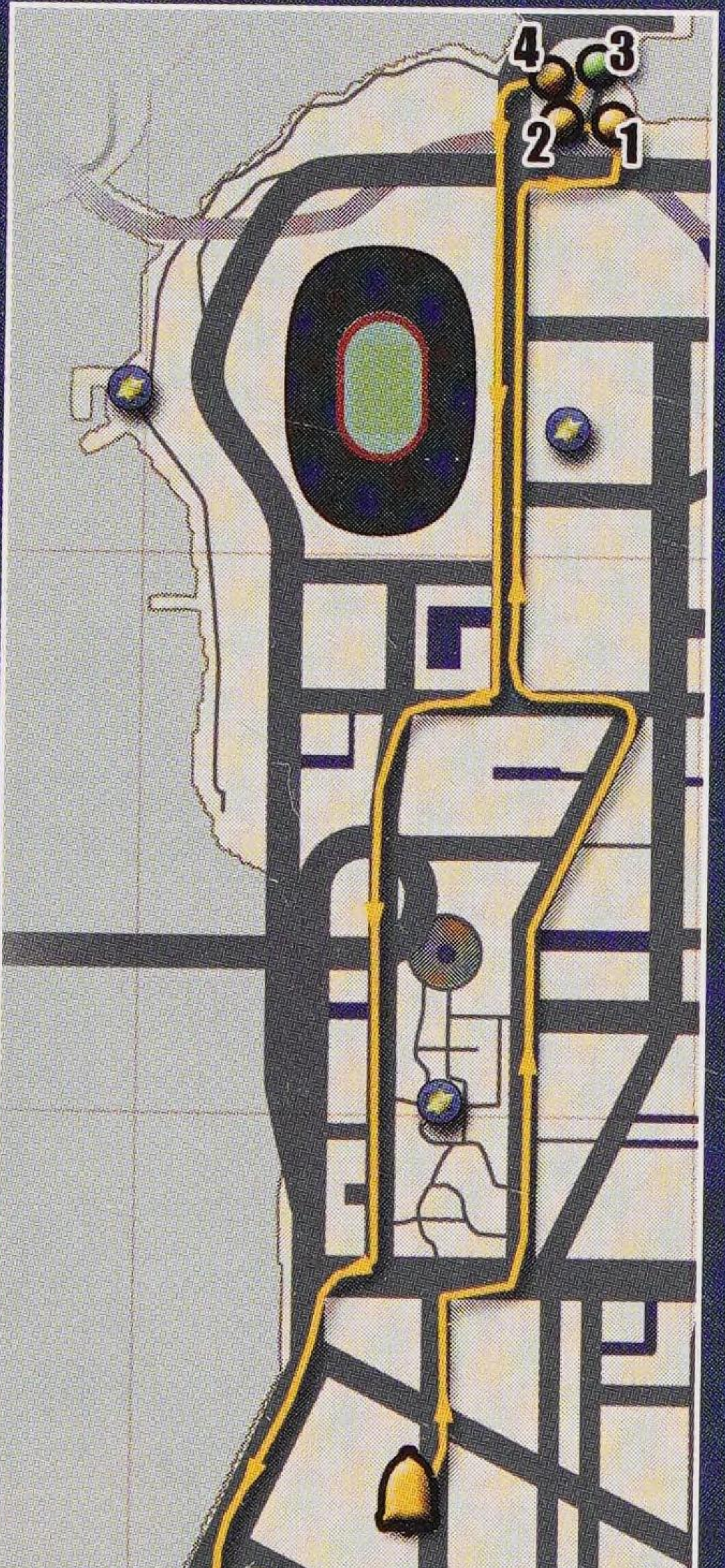


DELIVER REPORT TO THE LIBERTY TREE.

Don't worry about reducing your Wanted Level; just tear off, swerving through the newly arrived police cars as you turn left out of the courtyard and south toward the yellow blip **(4)**. Find the yellow marker in the large network of alleys behind the Liberty Tree in Bedford Point.

LCN RADIO REPORT

The first time you enter a vehicle with a radio, you hear the LCN news reporter speaking of the events that just occurred in the *L.C. Confidential* mission. The award winning reporter, Ned Burner, is said to have more on the story later.



THE PASSION OF THE HEIST

REWARD: $1,500

UNLOCKS: Karmageddon

THE curiously dishonest priest tells you of a man who confessed to fencing diamonds. He wants you to intercept one these exchanges, get the loot, and bring the diamonds back to him.

GET THE BRIEFCASE AND KILL ALL THE GANG MEMBERS.

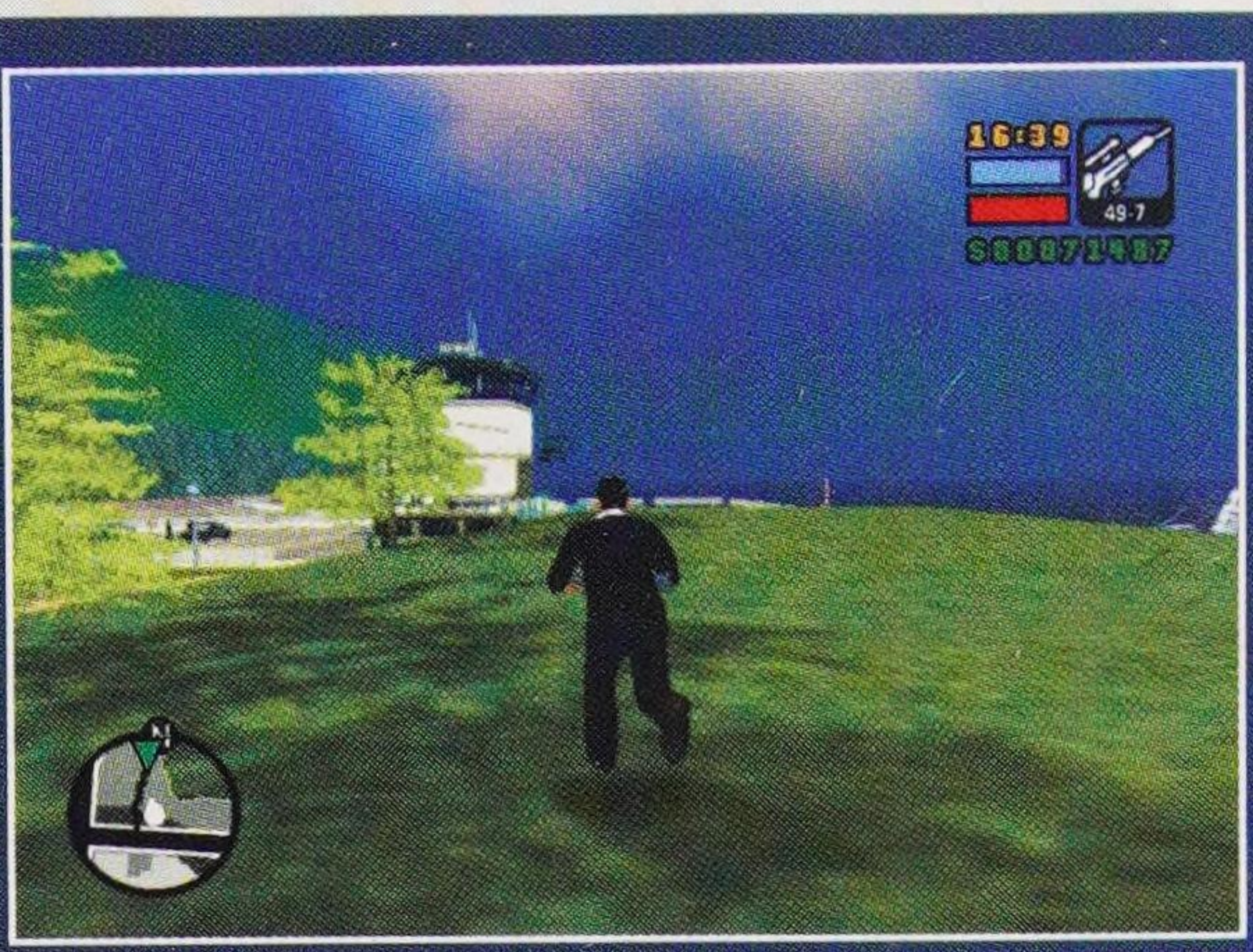
Having an M4 and sniper rifle for this mission is helpful. Make sure you're loaded up with Health and Armor, as well. Follow the green blip on the radar to the ferry station in Rockford. A great place to make a stand is on the grassy mound **(1)** right off the dirt path and to the left of the beach just south of the parking lot and its portacabin.

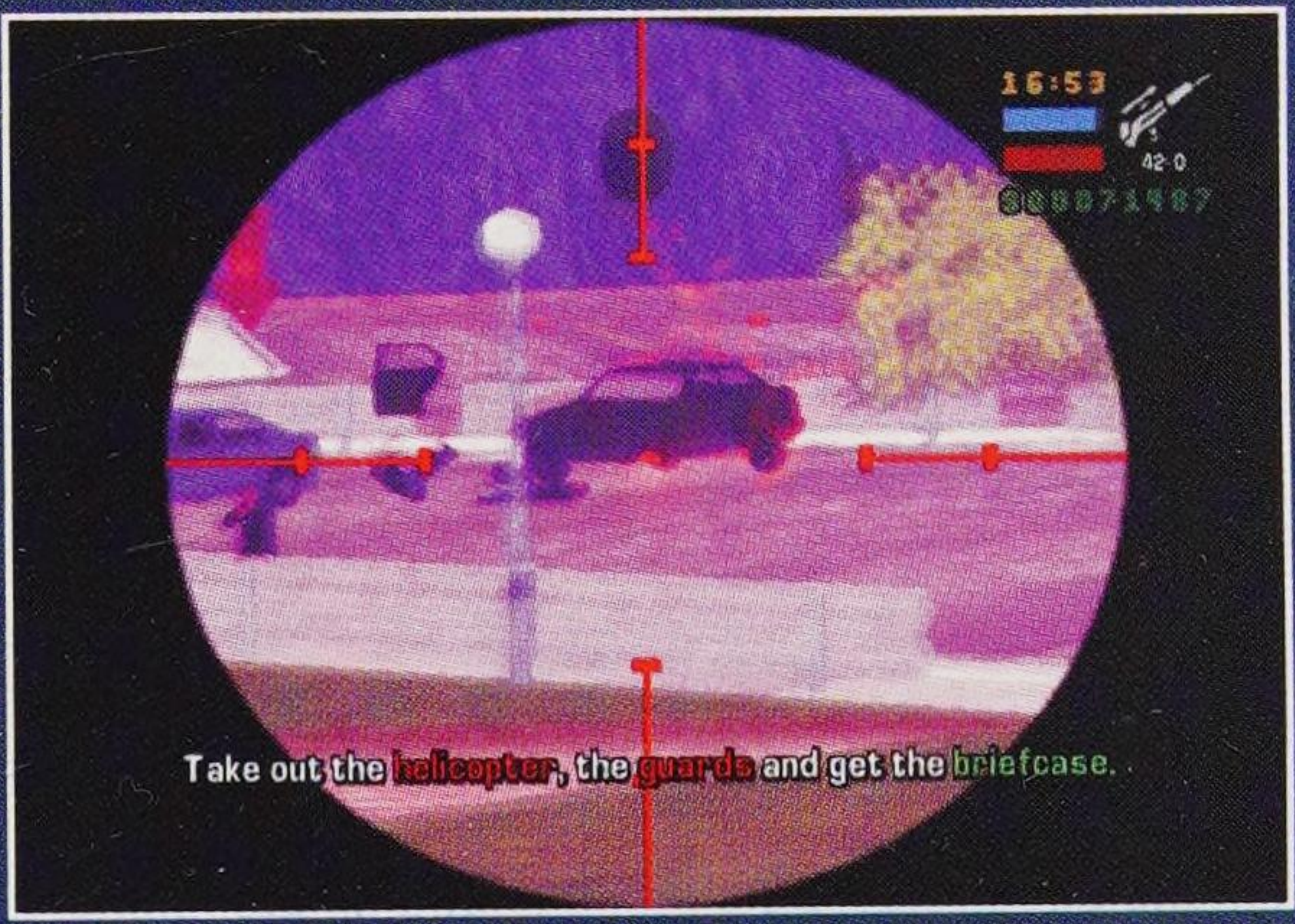
TAKE OUT THE HELICOPTER AND THE GUARDS, THEN GET THE BRIEFCASE.

About 15 targets are visible from the grassy knoll south of the ferry station parking lot. You can take out all but four or so of them with the M4 alone. When the helicopter takes off in the distance, the M4 can rip it full of bullets and blow it up, taking out the gunmen who dangle from the landing skids.

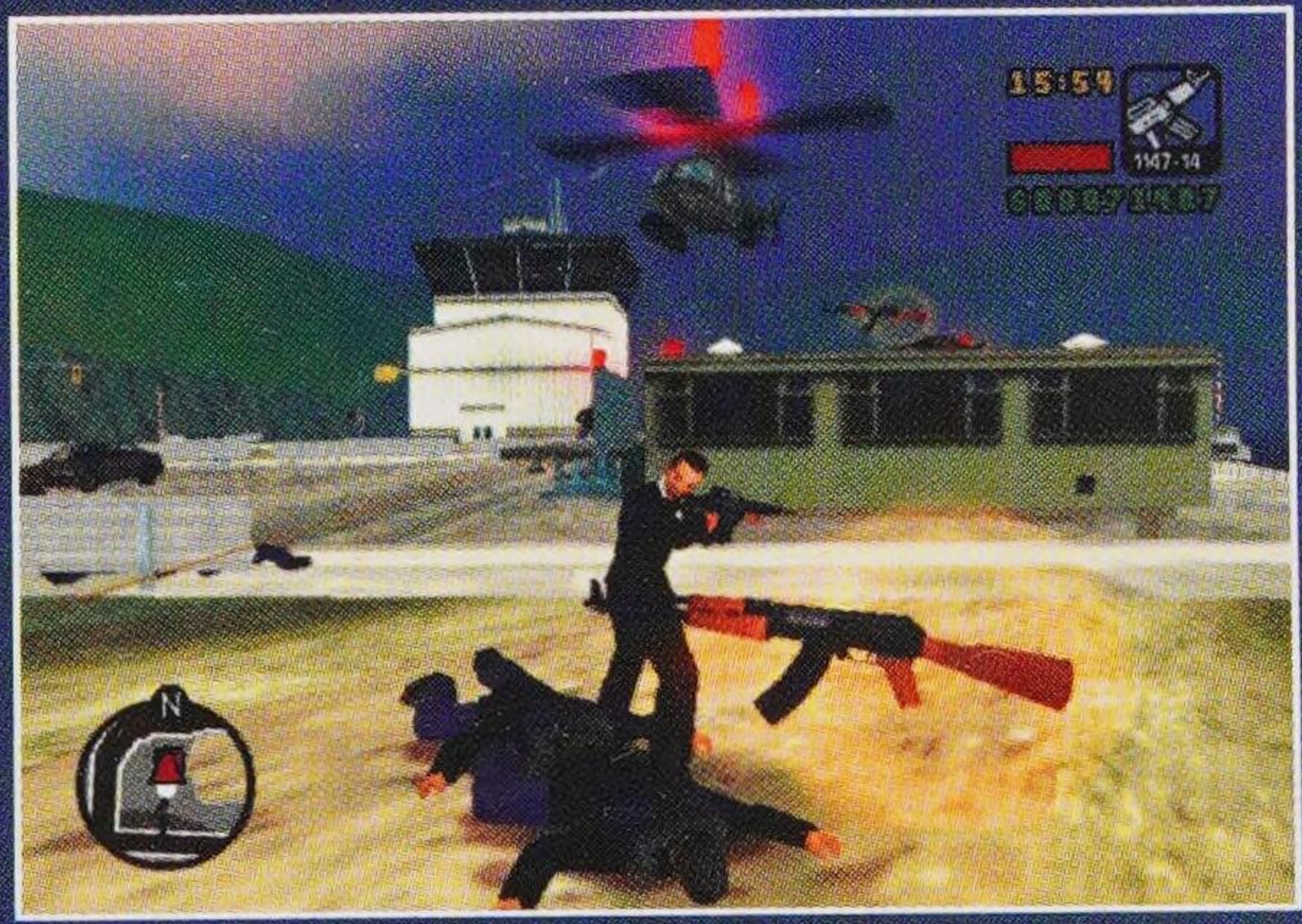
Before you move in closer to get at the men behind the trailers and portacabin—the ones you can hit with the M4—use the sniper rifle to shoot these guys. To do this, you could move to the berm **(2)** on the left side of the dirt path to remain out of their field of vision and get a good shot at them.

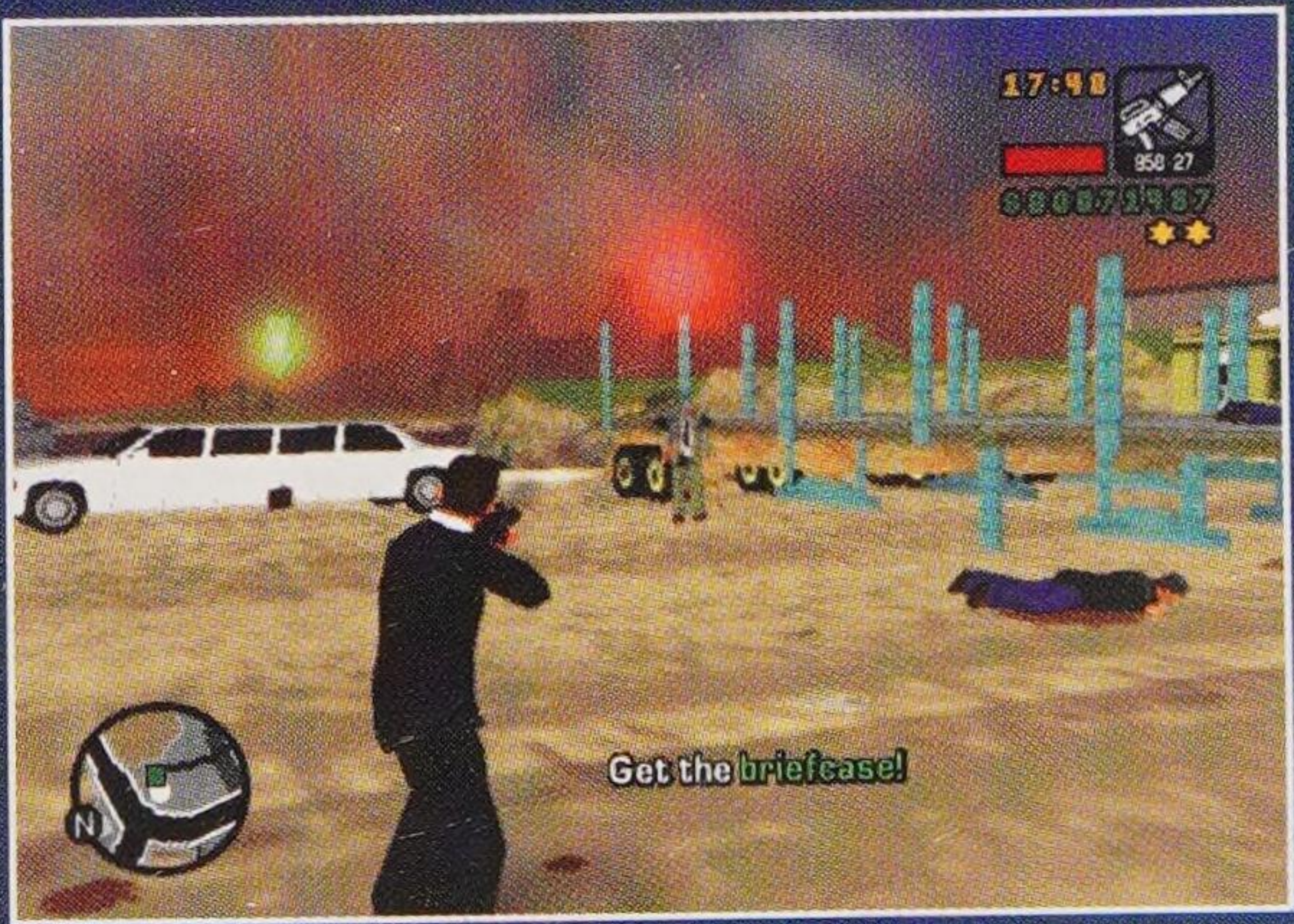
Don't pass up on the opportunity to grab the Hidden Package behind the portacabin and the rocket launcher near the trailers. Grab the briefcase near the limo (green blip on the radar and **3** on our mission map). You probably obtained a two-star Wanted Level during the shootout, yet no cops have made it to the area yet. This changes as you pick up the briefcase and your Wanted Level is raised to three stars.



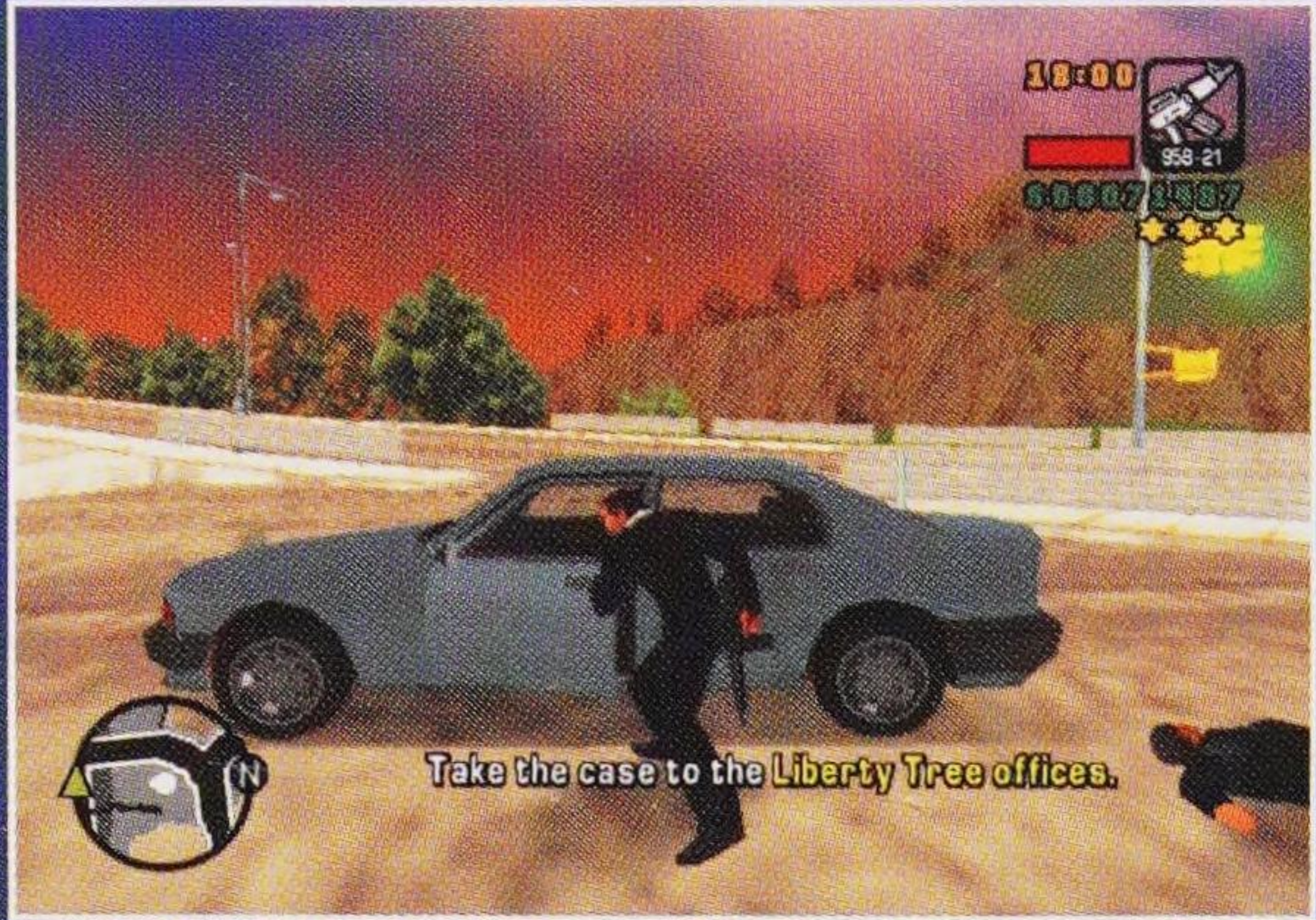


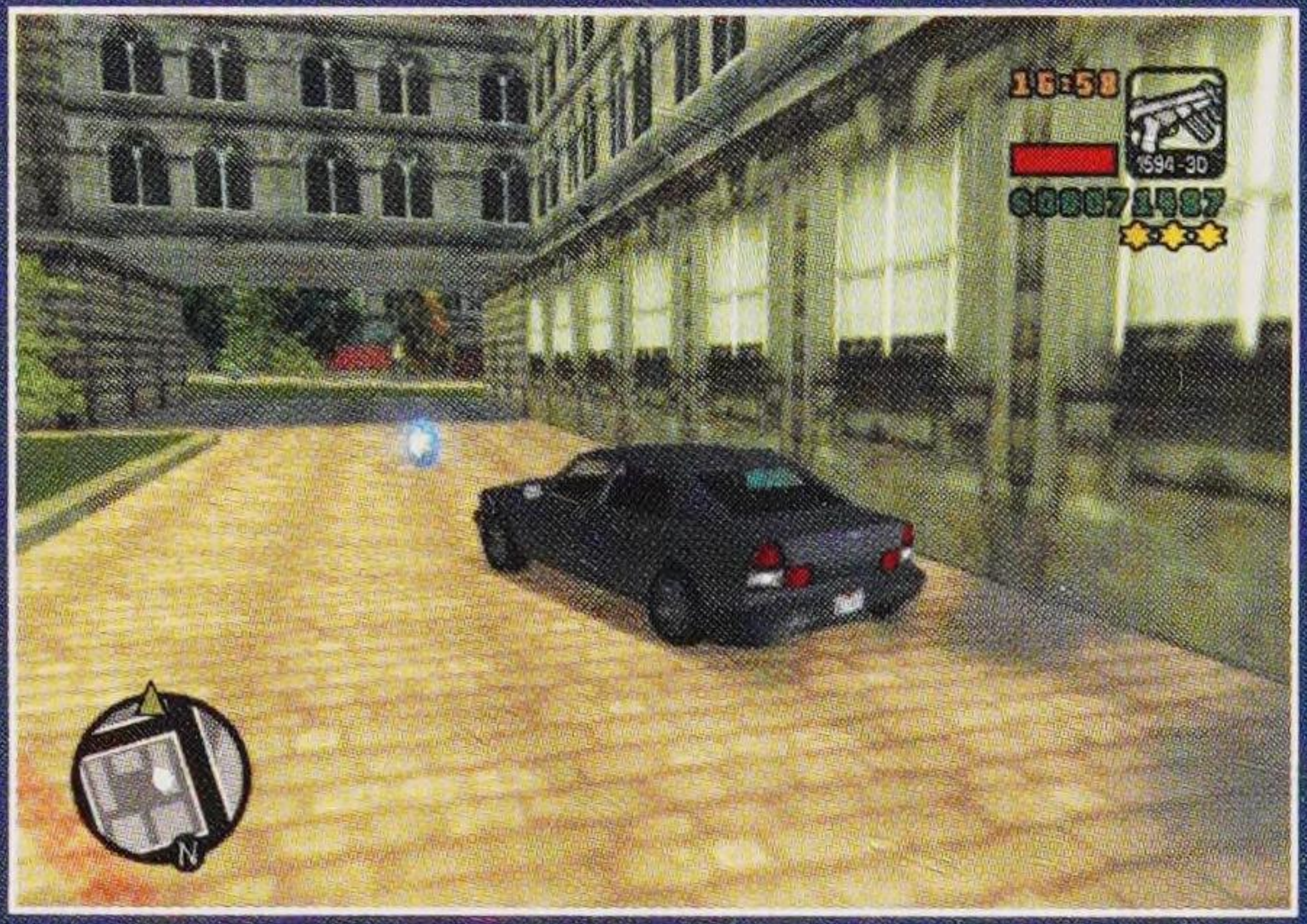
Take out the helicopter, the guards and get the briefcase.





Get the briefcase!





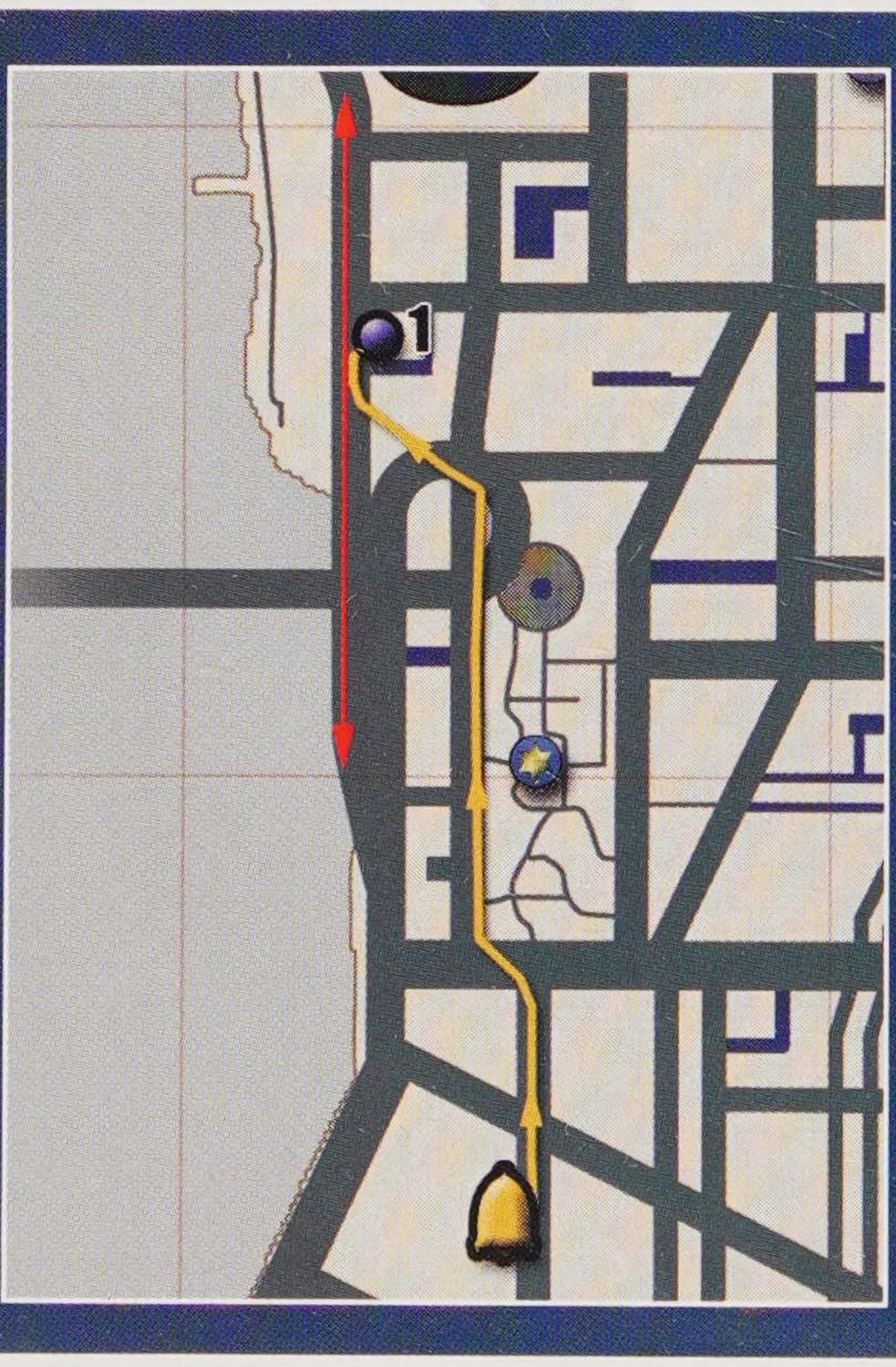
TAKE THE CASE TO THE LIBERTY CITY TREE OFFICES.

Do not take the limo for a getaway car. Instead, look in the parking lot for a faster vehicle option. Jack one of the parked Sentinels **(4)** and burn out of there, heading south through Aspatria, past the coliseum and directly toward the yellow blip on the radar **(5)**.

If you have a good lead on the cops, you won't run into any more on the way. However, if the heat's all over you, drive through any Police Bribes along the way or stop into the Pay 'n' Spray. Otherwise, just gun it for the same drop-off point used in the last Confessional mission. Once you pull into the yellow marker in the back alley behind the Liberty Tree, the mission is complete and the cops settle.

LCN RADIO REPORT

The first time you enter a vehicle with a radio after this mission, you hear the LCN news report covering the events that just occurred in *The Passion of the Heist*. The reporter knows a surprising level of detail about the incident, and the speed of their delivery is incredible. The broadcaster goes on to say that Ned Burner will report later with all the facts.



KARMAGEDDON

REWARD: $1,500

UNLOCKS: False Idols

THE fanatical priest is now on an environmental kick and wants you to do something about all the vehicle exhaust in Liberty City.

STEAL THE FIRETRUCK.

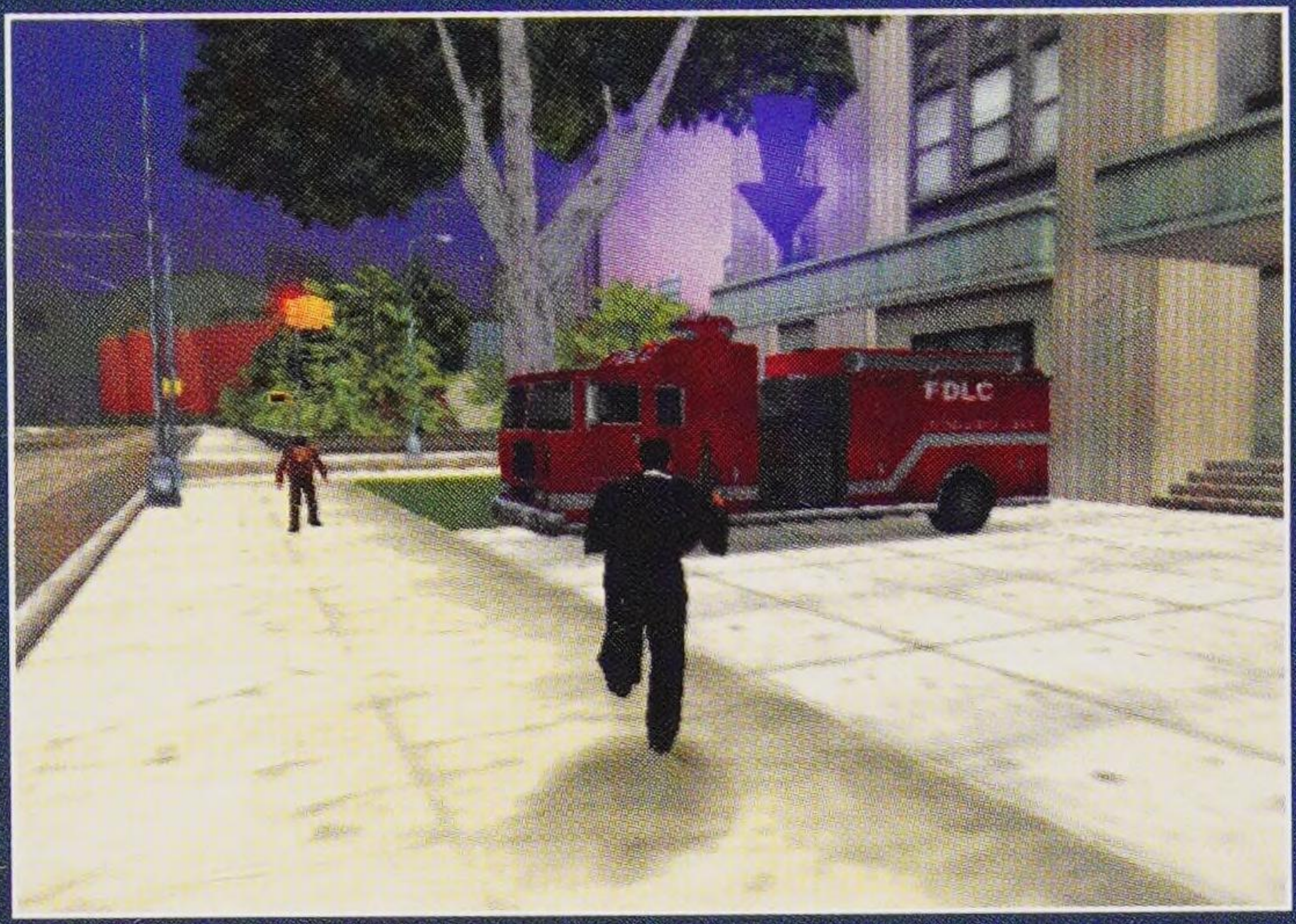
Follow the blue blip on the map to locate the fire station on the coastal road in Belleville Park **(1)**. Enter any of the firetrucks to complete the first objective.

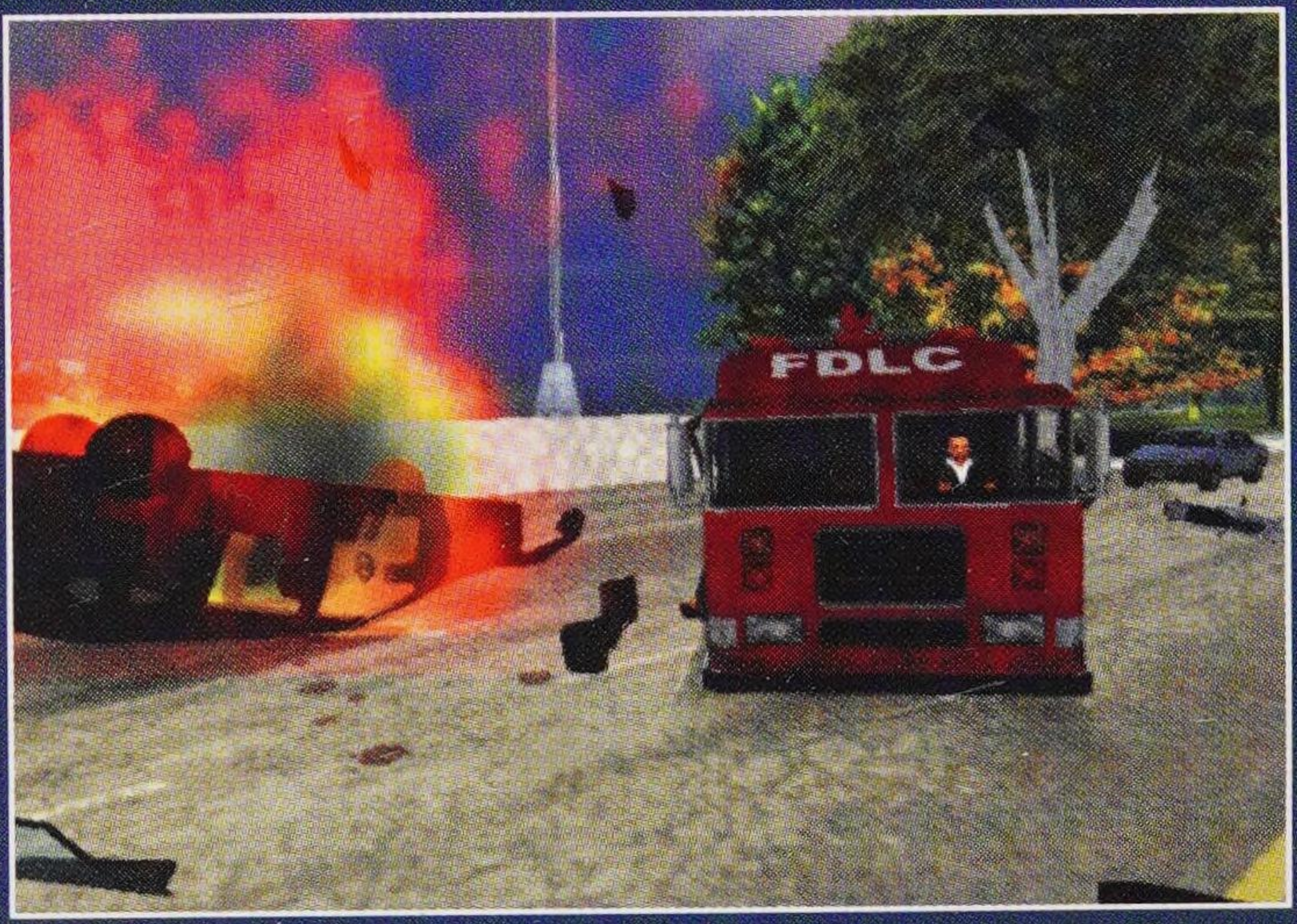
CAUSE ENOUGH PILE UPS, CRASHES, AND ACTS OF MAYHEM WITHIN FOUR GAME HOURS.

Once you enter the firetruck, you are given four game hours to fill the Rating meter on the right side of the screen. To fill this meter, you must cause pile ups, crashes, and other acts of mayhem. You get the bonus points for causing multi-vehicle crashes and spinning and flipping vehicles. Basically, all you need to do is speed up and down a long stretch of road and run head-on into traffic repeatedly until the mission is complete.

You'll find that you get dismount bonuses for knocking riders off their bikes, as well as 180 spinout bonuses for banging vehicles completely around. And when you smash into multiple cars in a short amount of time, you get crash bonuses that reflect the number of vehicles in the pile up. These points are nice, but it's not until a vehicle is completely wasted that you see a serious boost to the Rating meter. Try to *destroy* more cars if you're having difficulty completing this mission.

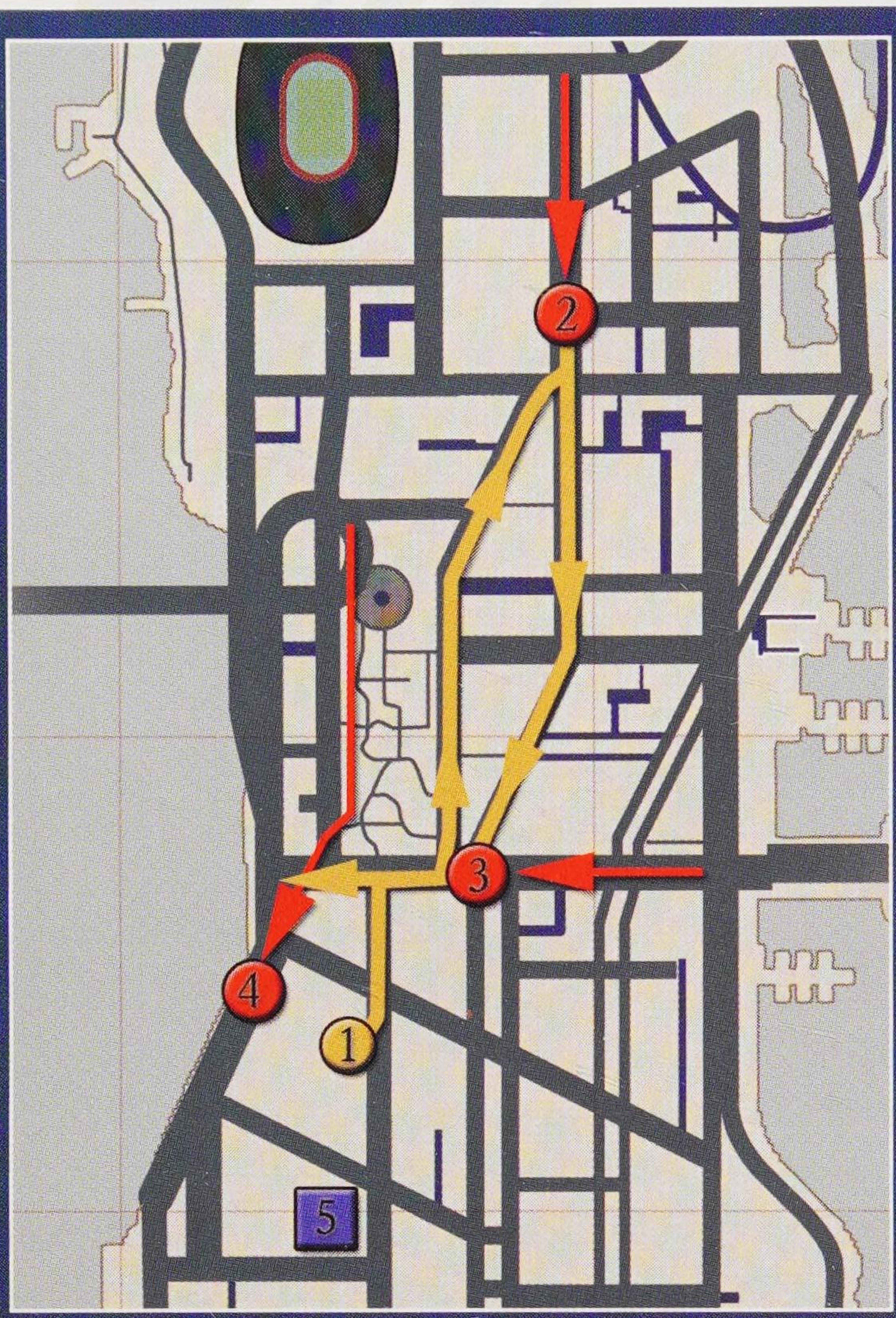
Finally, you must destroy the firetruck before the timer expires. This is pretty easy to do if you flip the vehicle on its topside. Drive down a hill and turn sharply to roll it, or bail out before you dump the truck in the river. If you have time, place a bomb in it from 8-Ball's bomb shop, then detonate it from a safe distance.





LCN RADIO REPORT

Upon completing this mission, the LCN news anchor covers the "Firetruck Frenzy" that ripped through the city today. There's no conclusive evidence that this was not the work of a fireman, but once again the reporter, Ned Burner, will have details later tonight. Curious…

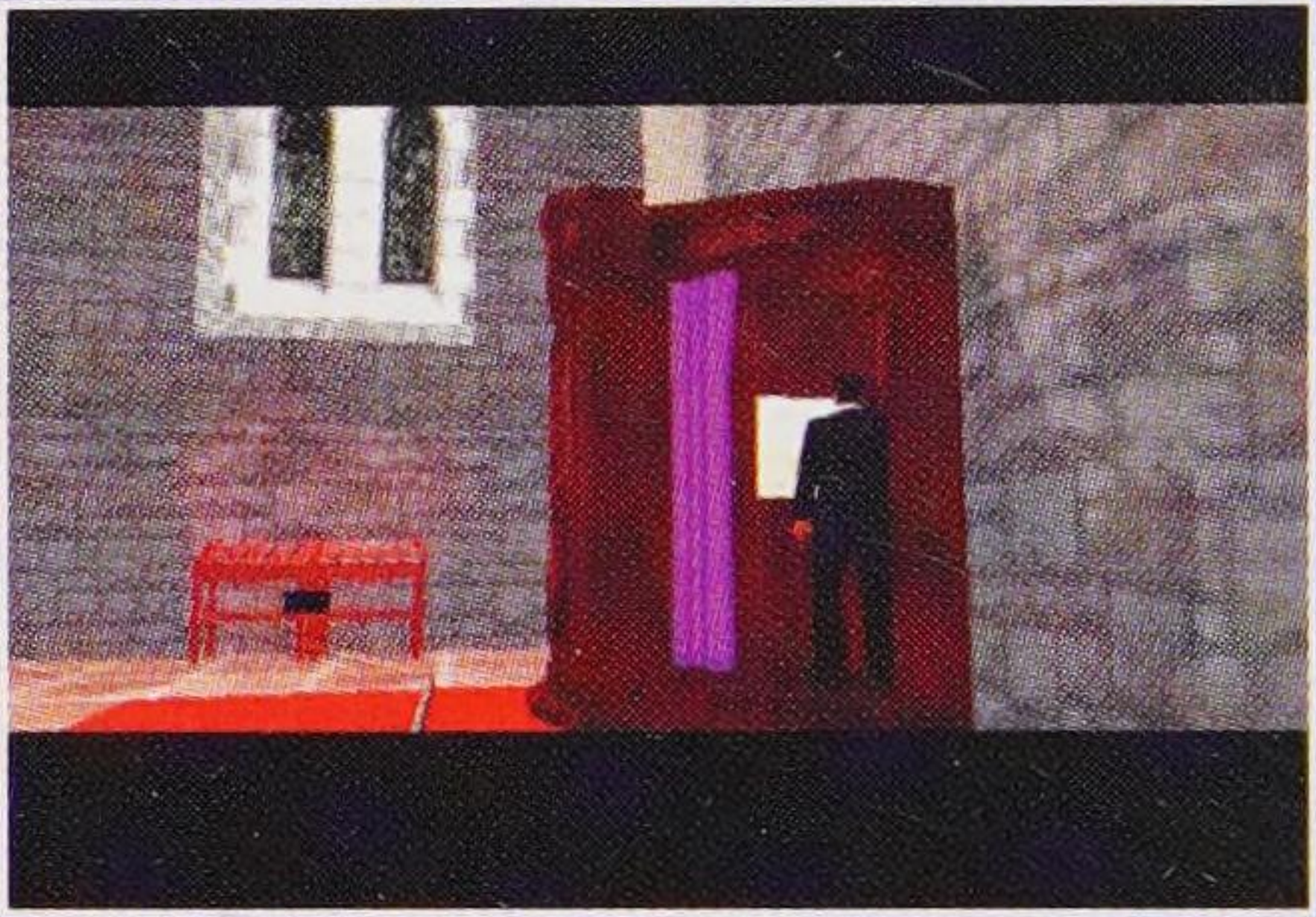


FALSE IDOLS

REWARD: $1,500

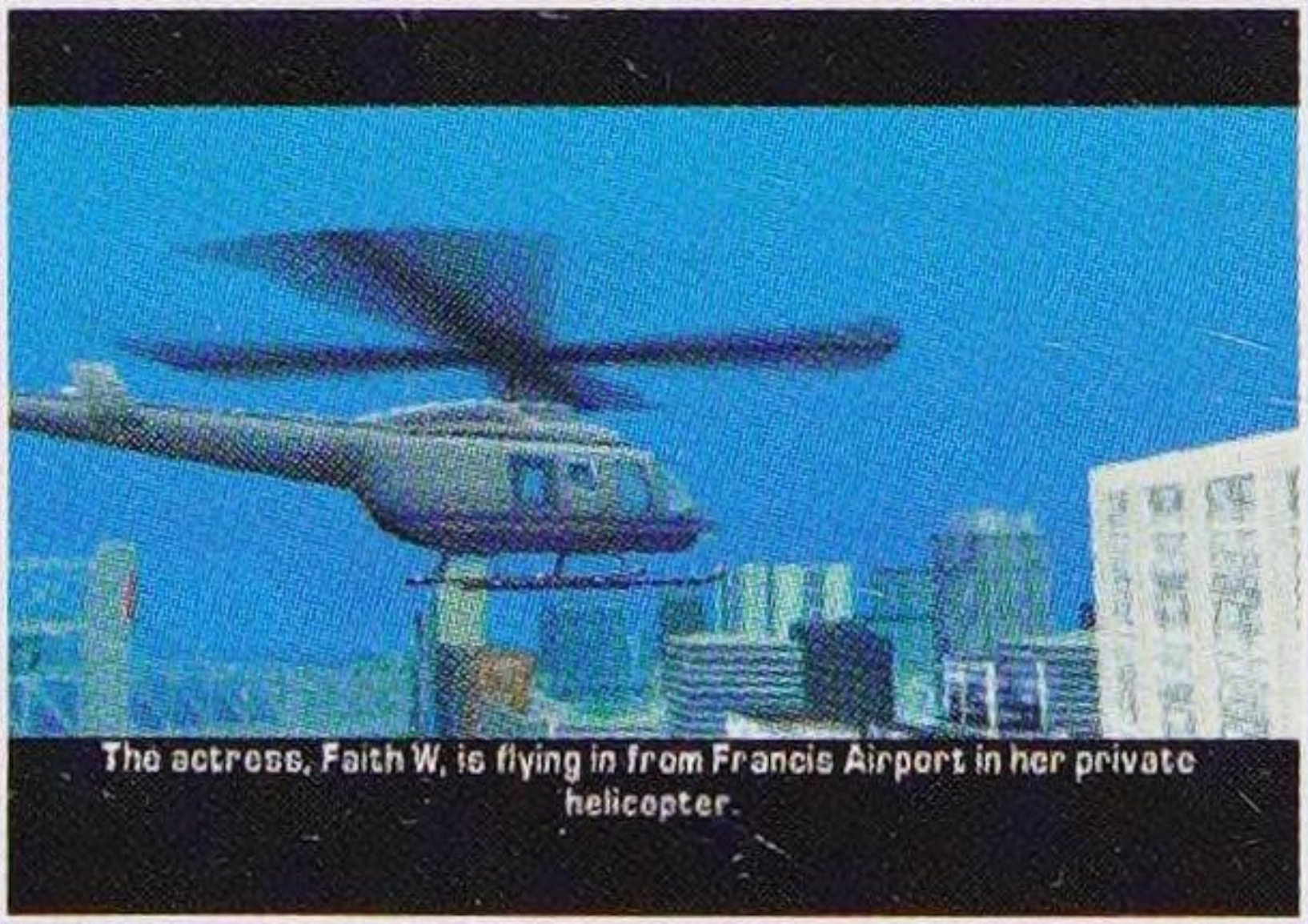
UNLOCKS: Complete this mission along with Donald Love's Counterfeit Count and Leon McAffrey's Munitions Dump to open Donald Love's mission, Love on the Rocks.

OUR psychotic celebrant is pushing the limits of his clerical powers and now asks Toni to waste three celebrities. He's suspiciously concerned about a radio host getting an exclusive instead of some newspaper journalist. There's something fishy about the priest, but hey… he's paying!

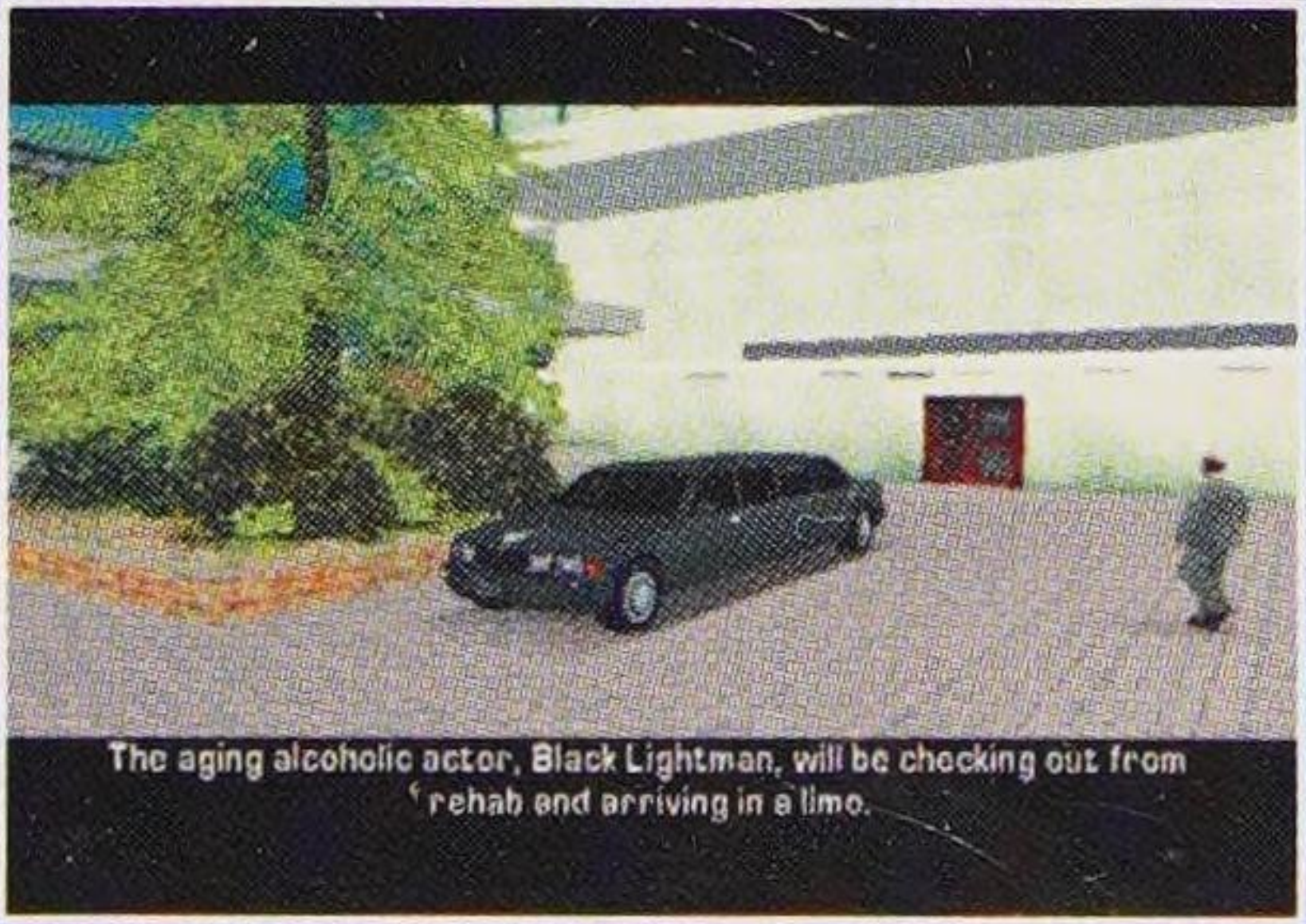


GOT ROCKET LAUNCHER?

You will need a rocket launcher for this mission, so head to Phil Cassidy's and purchase one; follow the flag icon to find his shop. Do this before you start the mission to avoid wasting precious time during the action.



The actress, Faith W, is flying in from Francis Airport in her private helicopter.



The aging alcoholic actor, Black Lightman, will be checking out from rehab and arriving in a limo.

DO NOT ALLOW ANY OF THE CELEBRITIES TO REACH THE LCFR RADIO STATION.

The three celebrities are heading to the radio station **(5)** downtown before tonight's premiere. The actress, Faith W, is flying in via helicopter from Francis International Airport. The gangster turned actor, DB-P, is traveling by boat from Portland and then switching to a bulletproof Patriot when he reaches Staunton. The aging alcoholic actor, Black Lightman, will be checking out from rehab and arriving in a limo.

WASTE BLACK LIGHTMAN.

You should take out Black Lightman first; the other two celebrities are still on the other side of the rivers in a boat and helicopter at the beginning of this mission. Blaze from the church **(1)** to the Fort Staunton/Liberty Campus/Newport intersection **(2)** in a PCJ-600. Then jump off the bike, select the rocket launcher, and shoot the slow approaching black limo carrying the soon-to-be-really-wasted Black Lightman. You'll receive a text message confirming this: "Black Lightman is down."

POP DB-P.

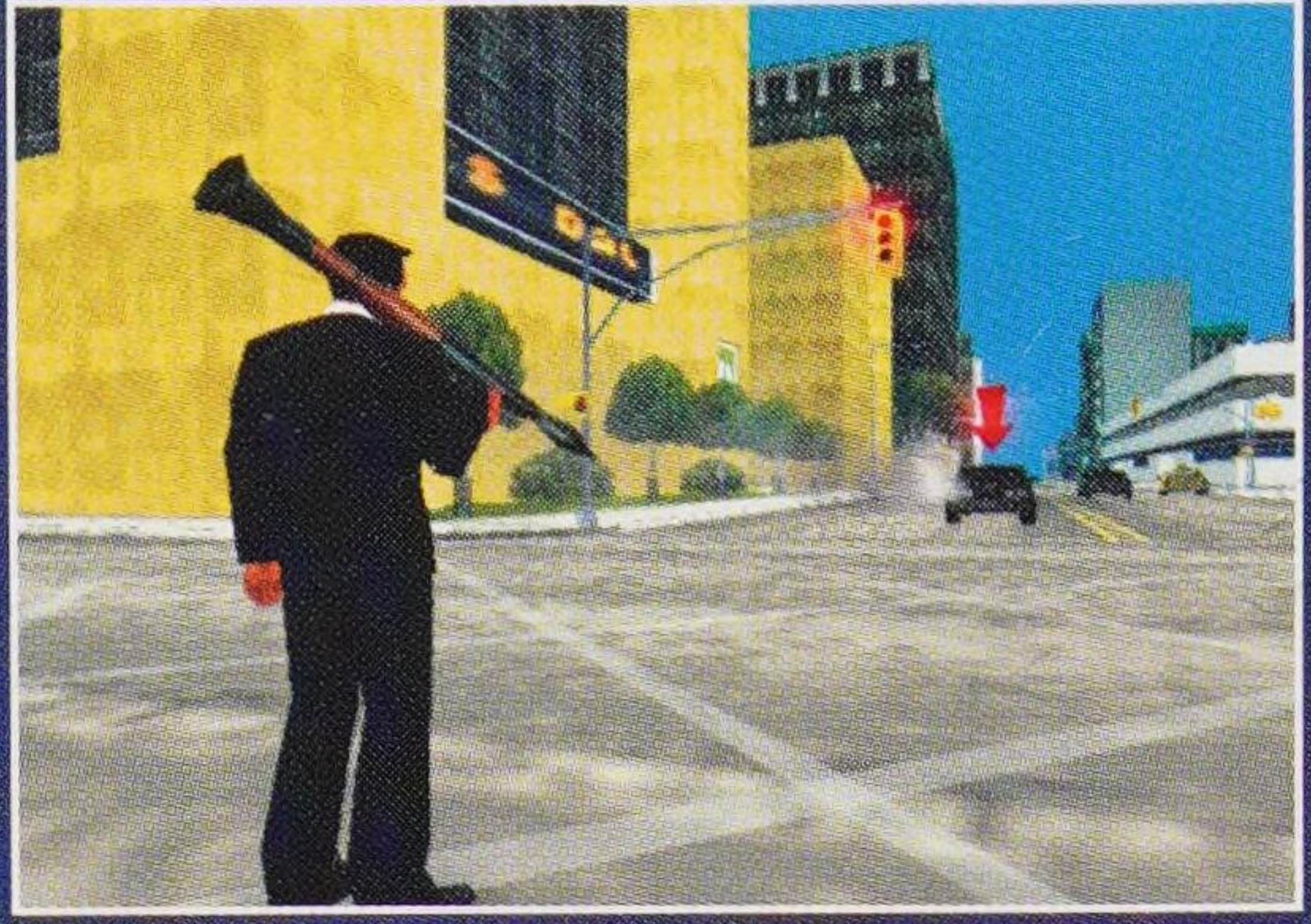
From the same intersection **(2)**, travel south alongside the park (or use the next street over) and stop in the next intersection **(3)**. You could also turn left at this intersection and head down one more block if you have time to meet DB-P sooner. Rocket his Patriot (with the blue arrow overhead) as it approaches. It may be bulletproof, but it ain't rocket-proof.

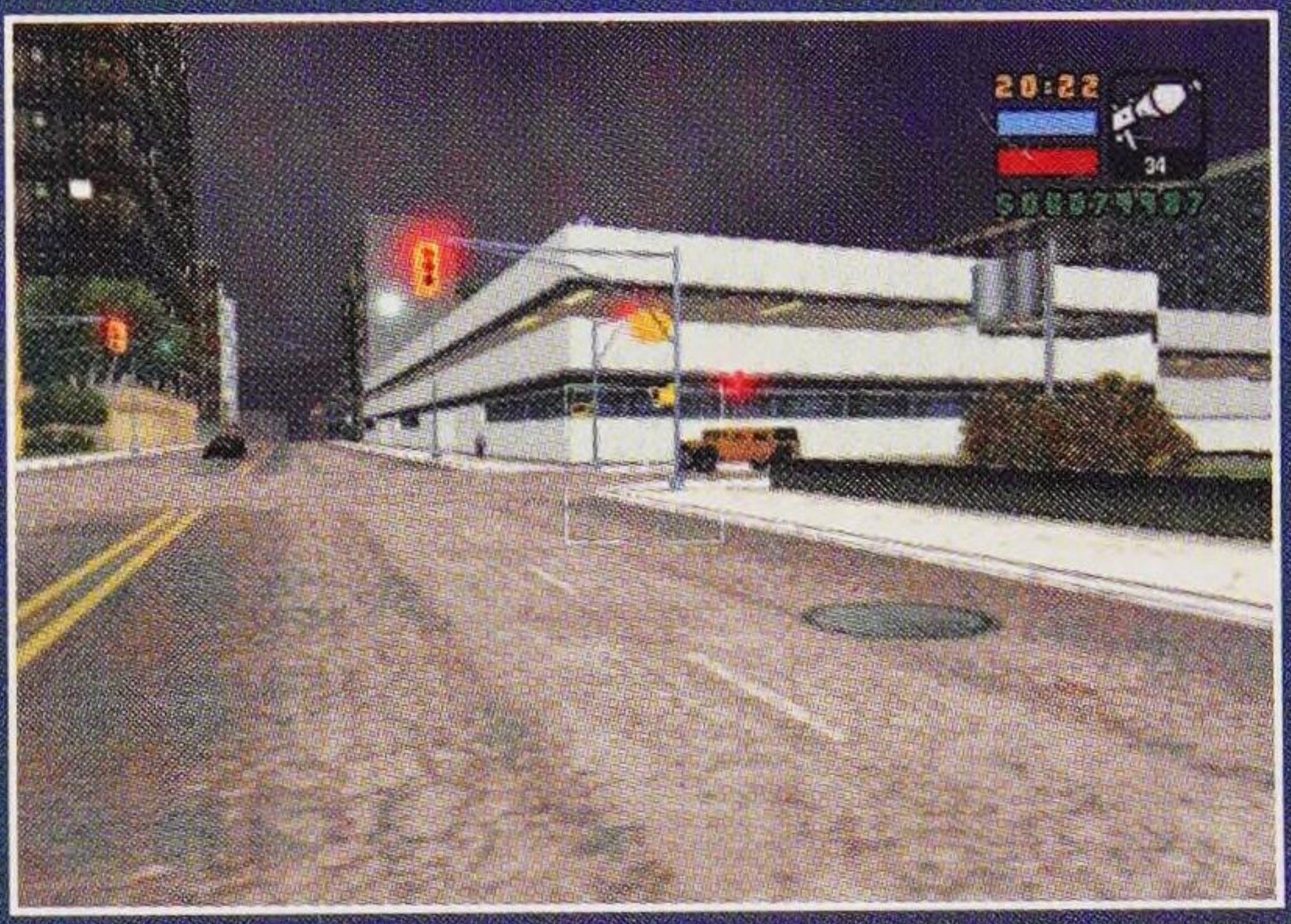
GROUND FAITH W.

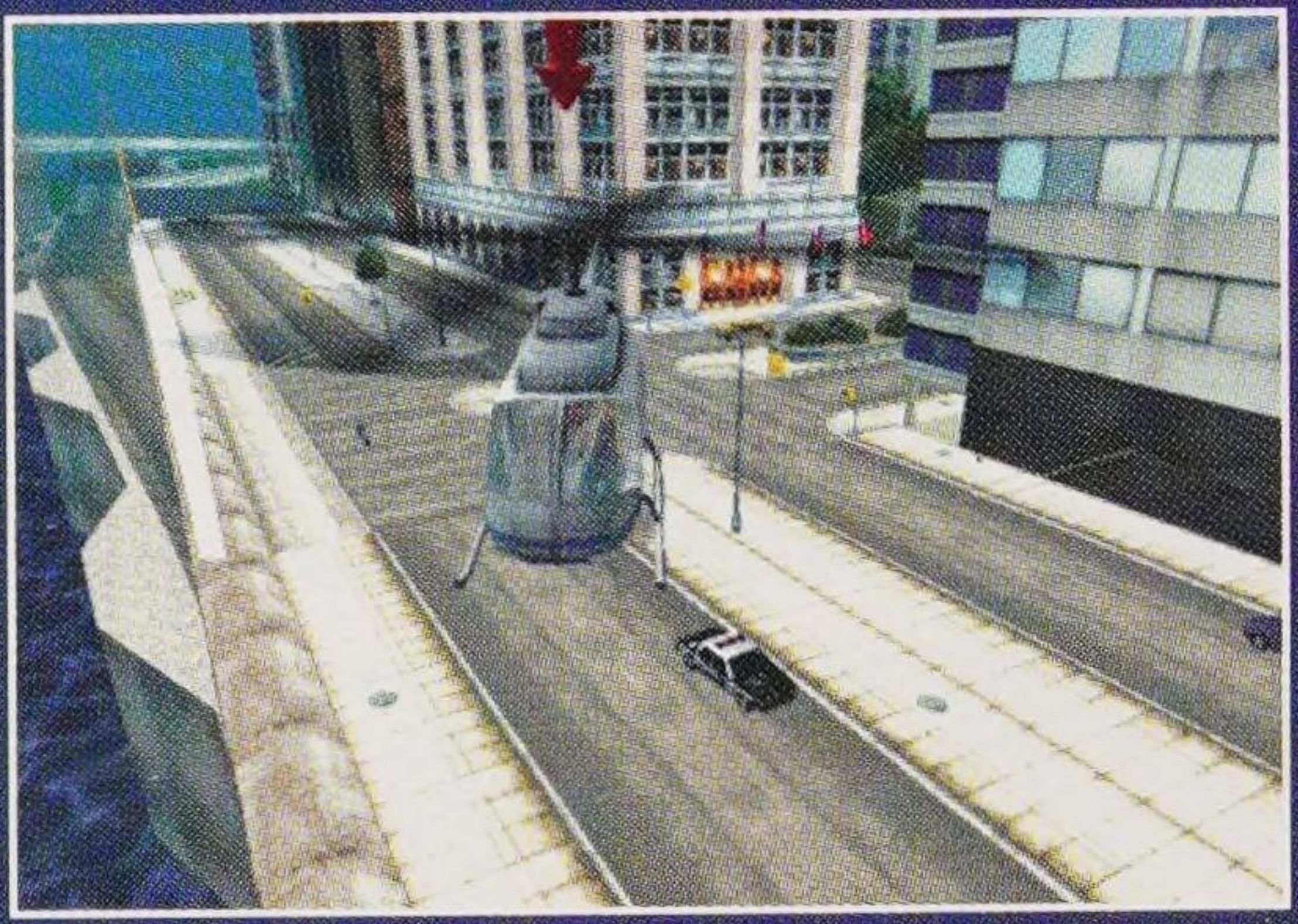
Speed west from the park intersection **(3)** to the coastal highway **(4)** and get ahead of Faith's helicopter, which has just crossed over the park. Once you've passed her, jump off the bike and aim up toward the heavens with the rocket launcher scope. Find the target in your sights, then fire and blast her helicopter out of the sky.

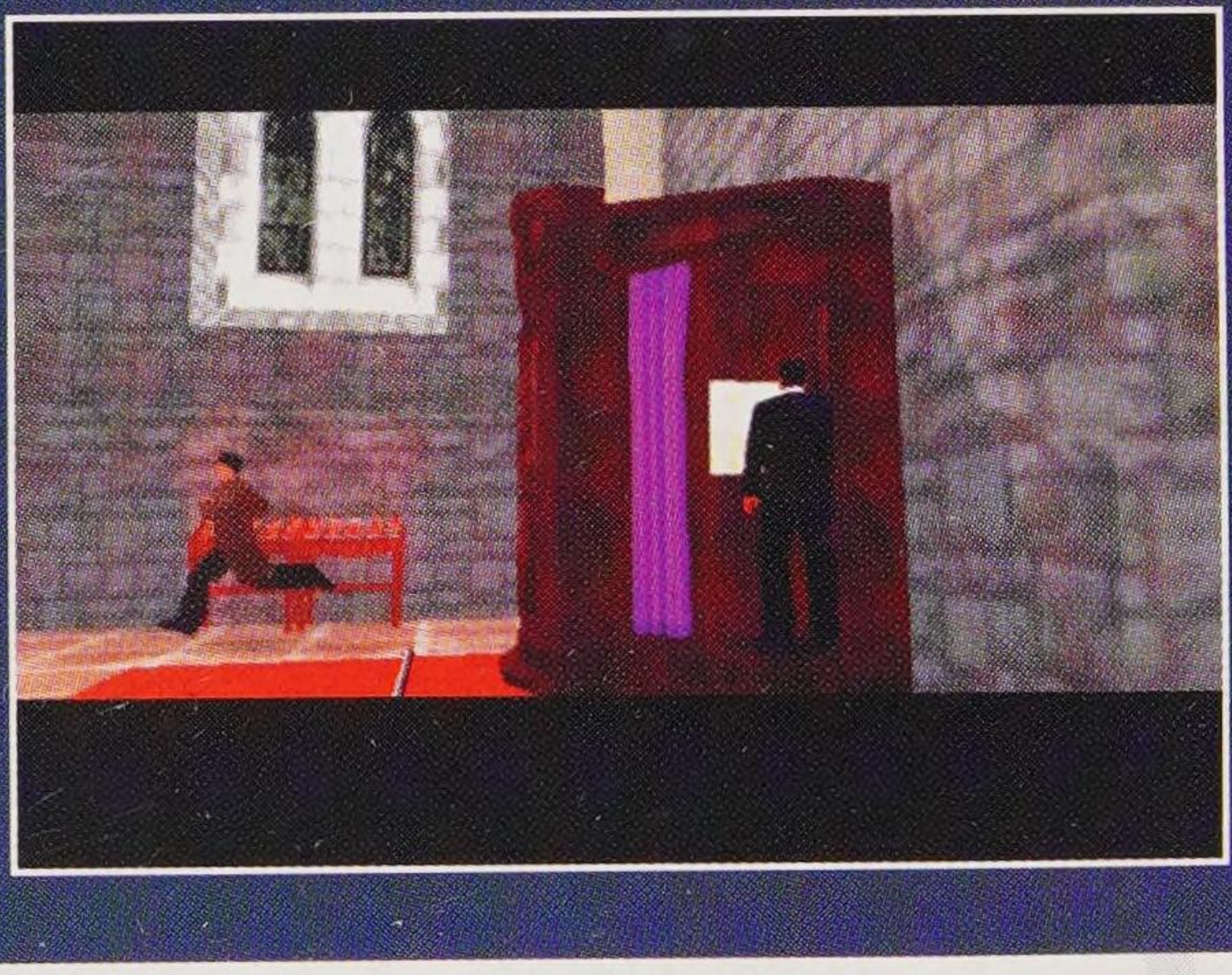
RETURN TO THE CHURCH TO MEET WITH THE "PRIEST."

With all three celebrities defeated, follow the yellow blip back to the church and enter the yellow marker and complete the mission. The "priest" runs out of the confessional in a delightful mood, screaming about newspaper sales tripling since you found your soul. That was no holyman. That was the reporter, Ned Burner!







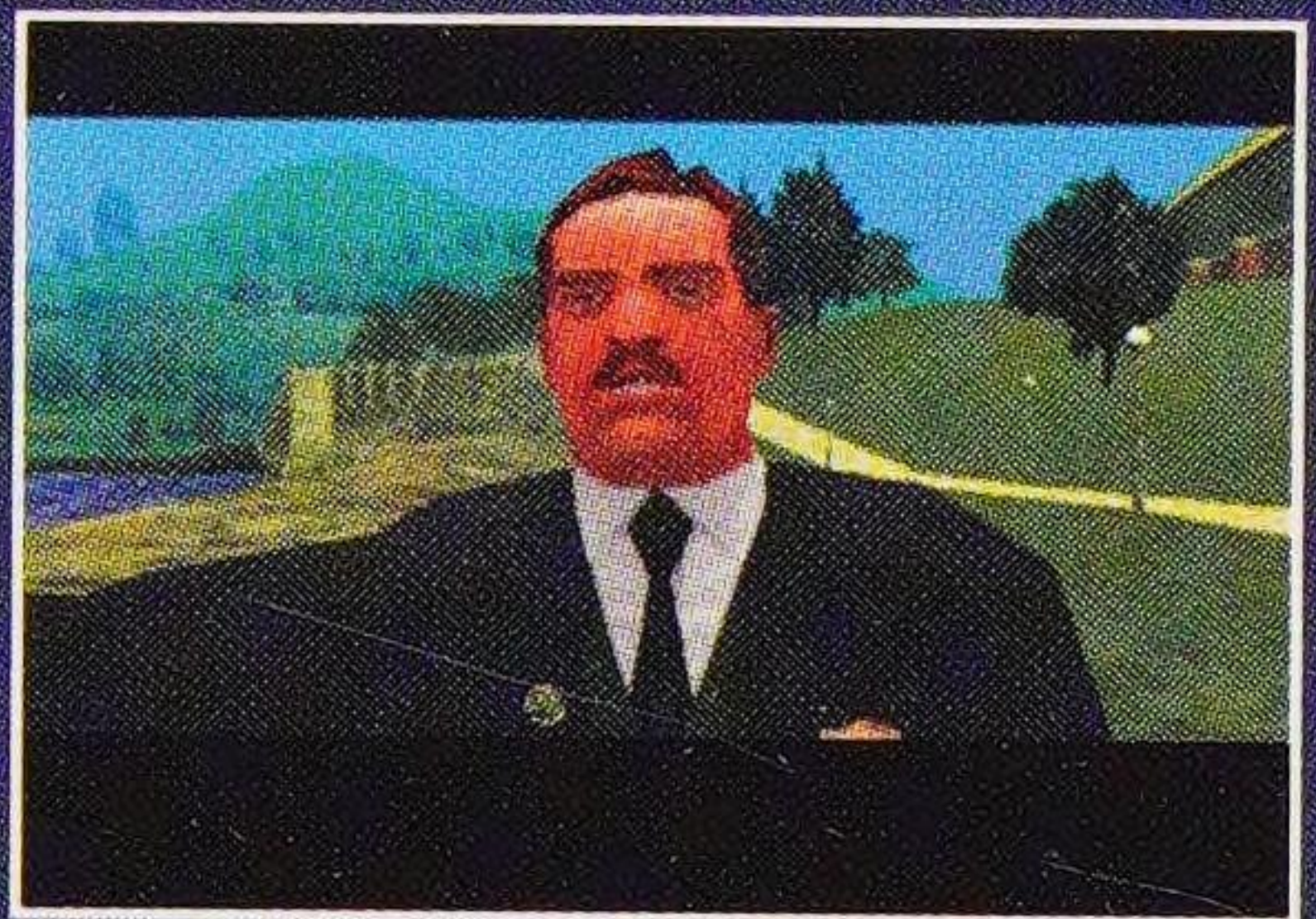


LCN RADIO REPORT

Upon completing this mission, the LCN news anchor covers the slaying of the three stars in tonight's movie premiere. Of course, Ned Burner has the inside scoop on this story for his radio spot tonight. He has been creating the news to increase ratings and further his own career!

LEON MCAFFREY

LEON McAffrey is a 42-year-old crooked cop who doesn't take his job very seriously. He has no interest in rising above his current rank. He's in it for the dirty money; helping out the criminal element pays better than John Q. Government ever could. He hates his new partner, Ray Machowski. The guy's so straight that McAffrey is having trouble with his usual deals.



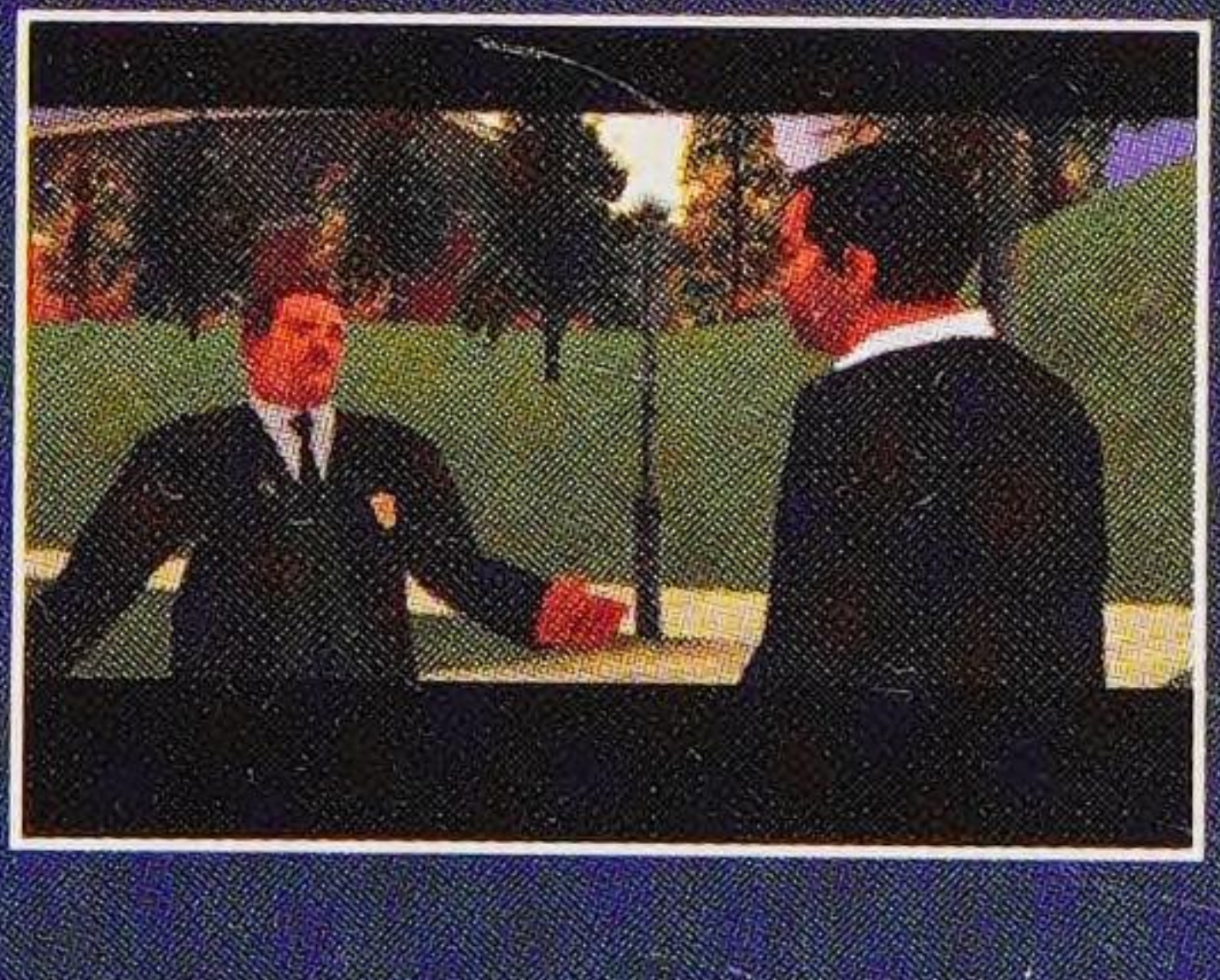
UNLOCKING MCAFFREY'S MISSION STRAND

Leon McAffrey's missions become available after finishing Salvatore Leone's third Staunton mission, *Caught in the Act*. You receive a phone call after this mission. When the conversation ends, a blue "R" appears on the radar and map on the coastal sidewalk in Aspatria (near a ramp and a Hidden Package). This is the job pick-up location.

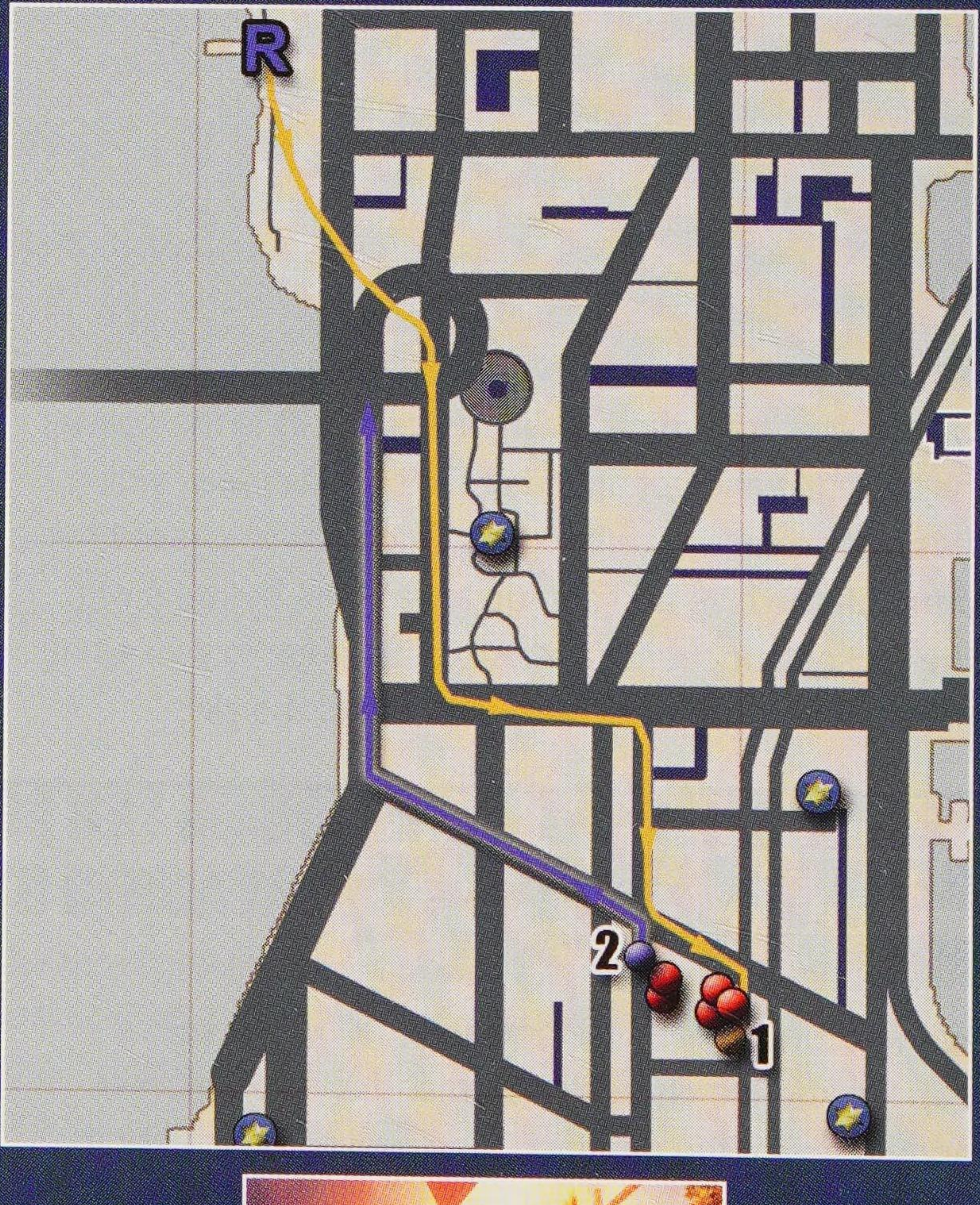
SAYONARA SINDACCOS

REWARD: $1,500

UNLOCKS: The Whole 9 Yardies



THE first meeting with McAffrey is extremely entertaining. Toni and Leon agree to help each other out; McAffrey keeps all the other dirty cops from shaking him down and Toni gives him a cut of his action. Their first job is to do something about the growing Sindacco gang.

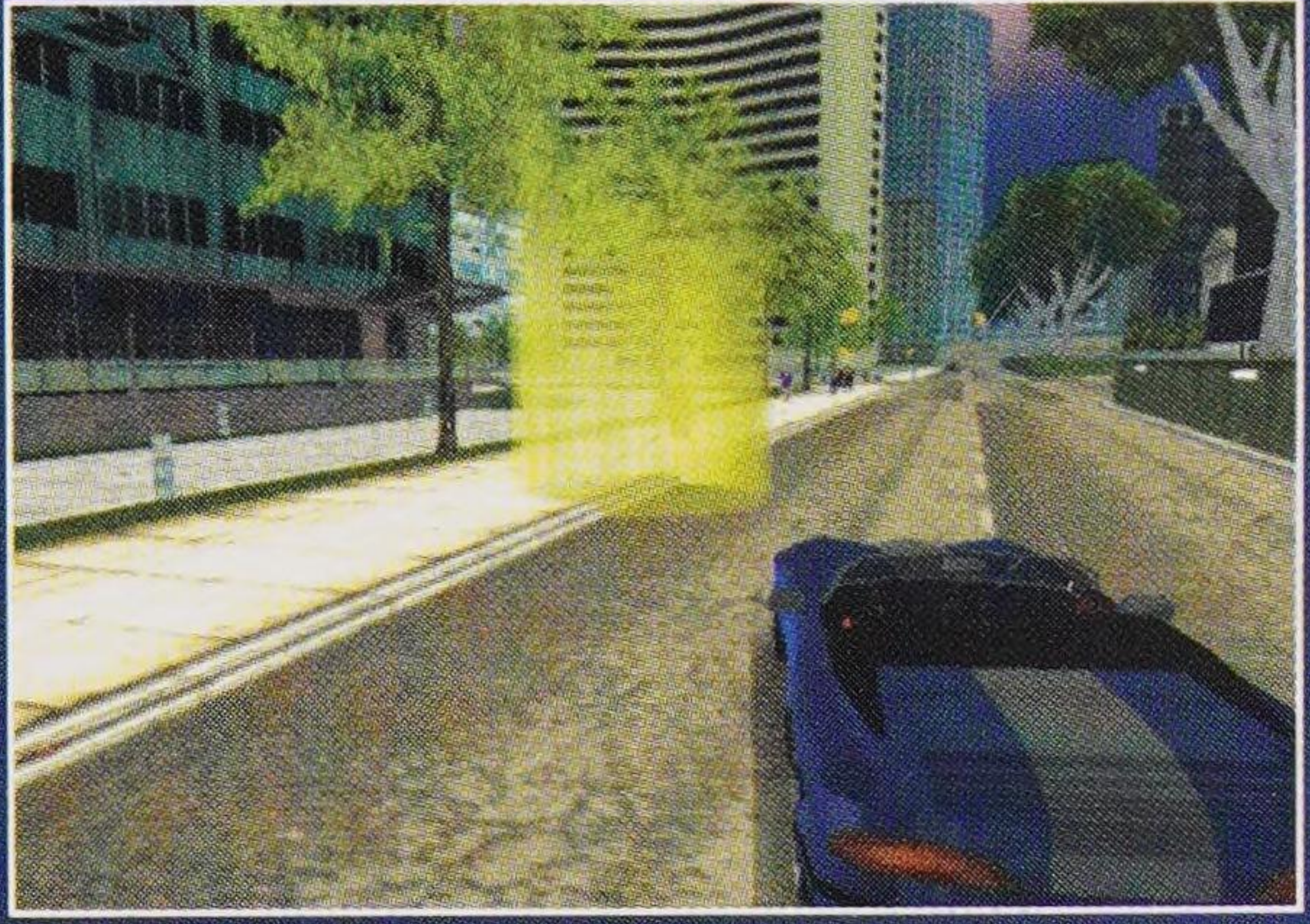


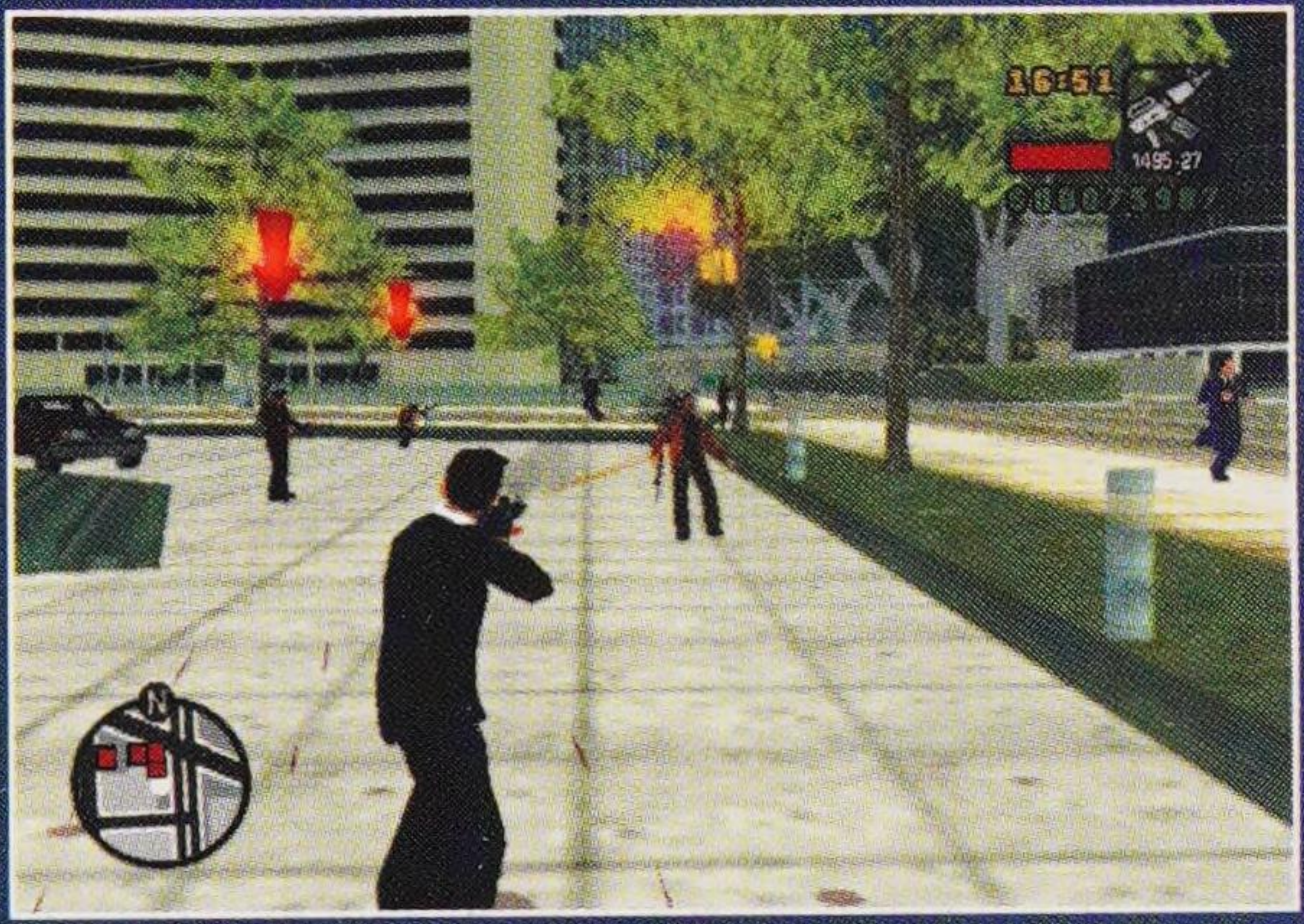
HEAD OUT TO SINDACCO TERRITORY.

Follow Leon into the Banshee parked nearby, then drive him to Sindacco territory by following the yellow blip on the radar to Torrington. Pull into the yellow marker on the side of the road **(1)**.

KILL SOME SINDACCOS TO GET THEIR ATTENTION.

Leon lets you out of the car so you can cause some mayhem and get the Sindaccos swarming after the two of you. Select the M4 and begin auto-targeting and shooting while sweeping through the selected Sindacco targets in the courtyard. Shoot everyone with an arrow over their head. Quickly head west through the courtyard, finish off the two remaining targets near the street, and then get back in Leon's Banshee, which is now parked on the west side of the block—look for the blue blip on the radar **(2)**.



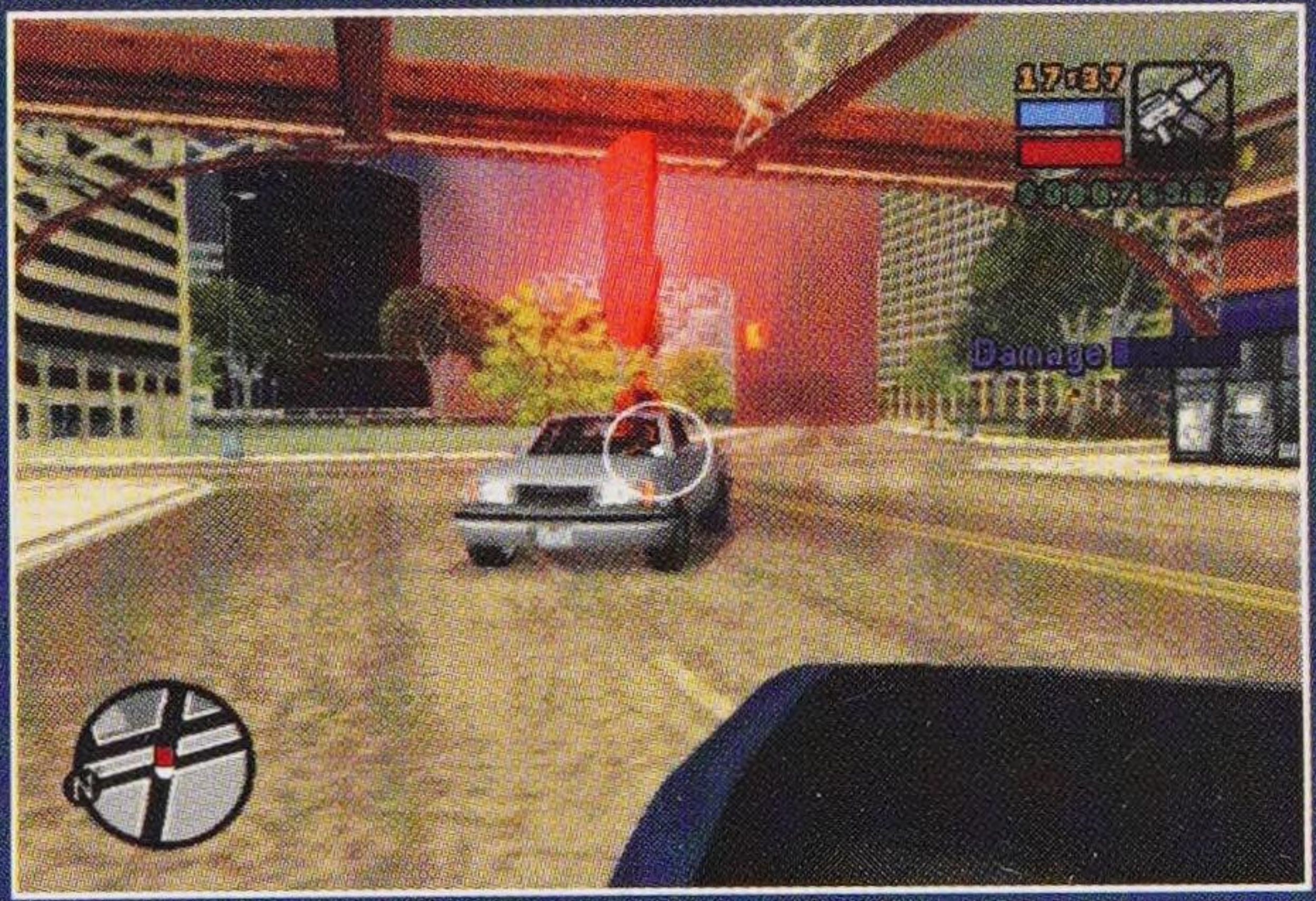


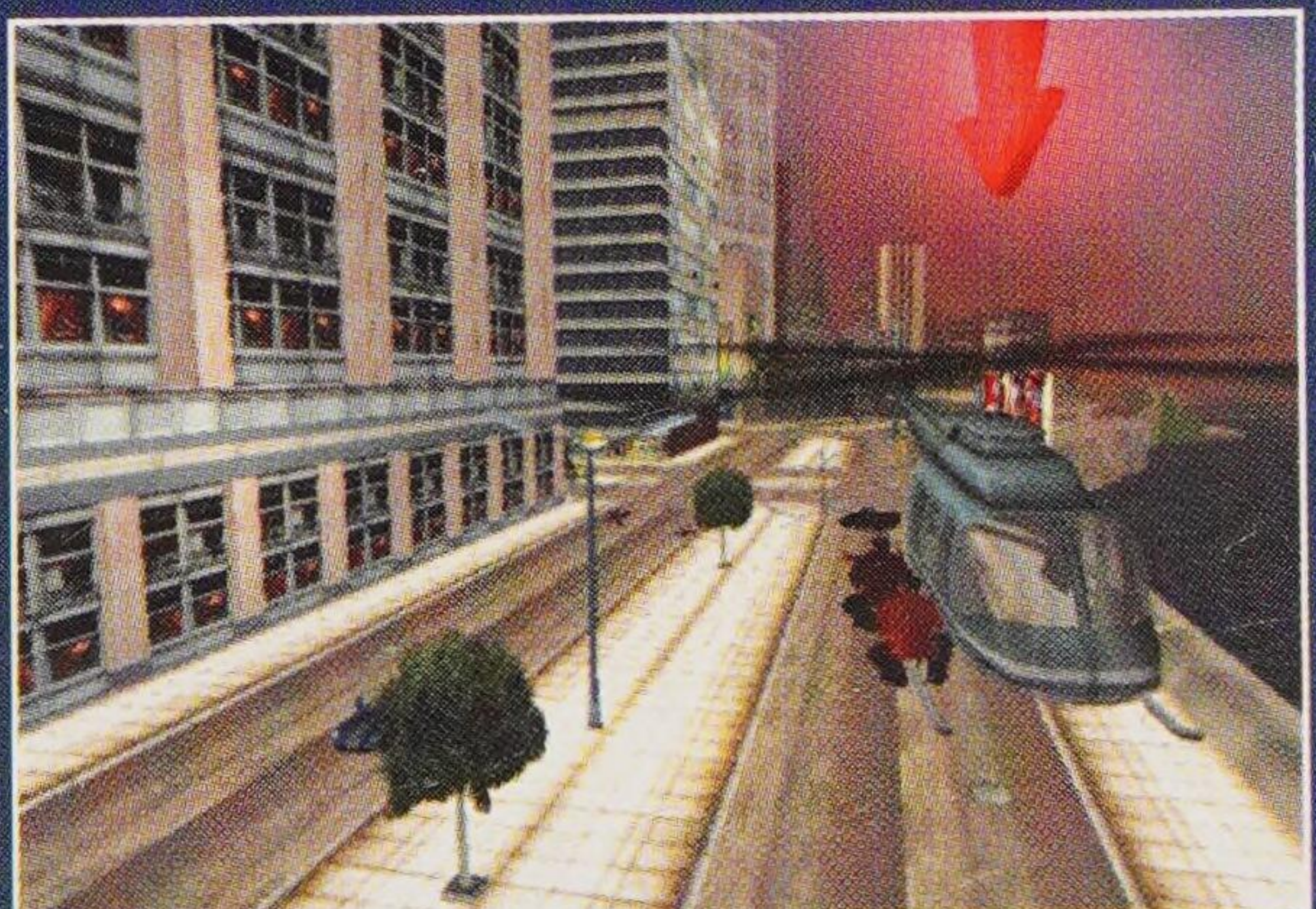
WIPE OUT THE SINDACCOS.

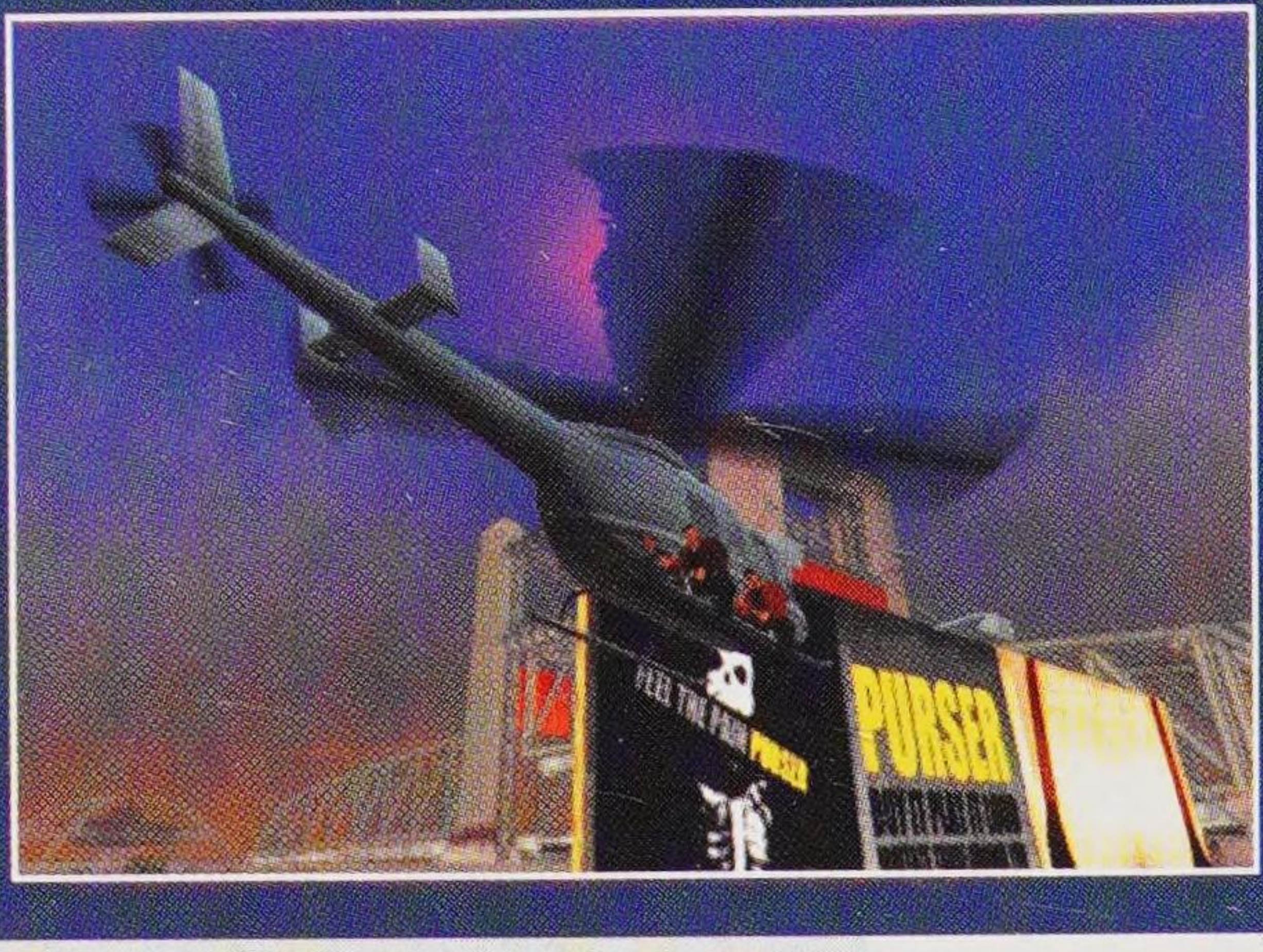
Once you're in the vehicle, the mission switches to a first-person shooter. A reticle appears on screen for aiming your M4, which has unlimited ammo. Several Sindaccos chase the two of you in PCJ-600s and pickup trucks, both of which have extra gunmen riding along. Aim for the gunmen in the vehicles first, then target the vehicles to blow them up.

For the PSP only, you can use the L button for more precise aiming, but avoid this tactic when you need to track across the screen quickly. Also, do not try to follow vehicles that circle your vehicle; they move quicker than your reticle. If you're behind a moving target that circles you, you cannot catch up to it, so turn your sights the opposite way to meet them as they come around.

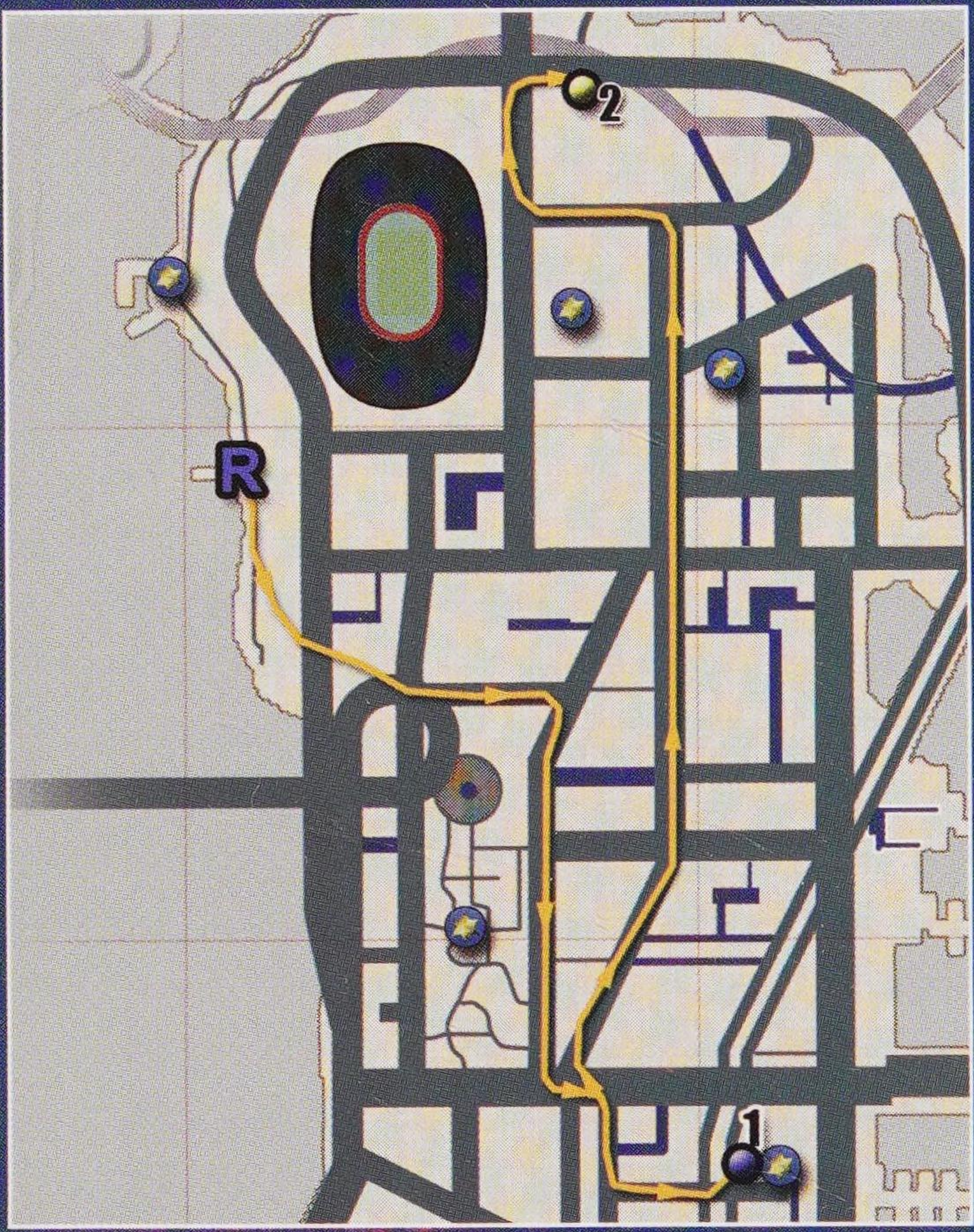
The objective is to reach the end of the battle before your vehicle takes too much damage. Pay attention to the Damage meter on the right side of the screen. Most importantly, listen to McAffrey bellow out commands. He knows where the enemies are coming from before you do, so pay attention. Aim for gas tanks on bikes and grills on trucks to blow up the vehicles quickly.







Try not to blow up vehicles when they're nearby; the concussion can damage your own vehicle. You must destroy a helicopter at the end of the ride (near the barricade at the elevated bridge to Shoreside). Aim for the gunmen on the landing skids before trying to take out the chopper, thus eliminating the danger first. Take out all the targets and the mission is complete. Leon drops you off and pays you.

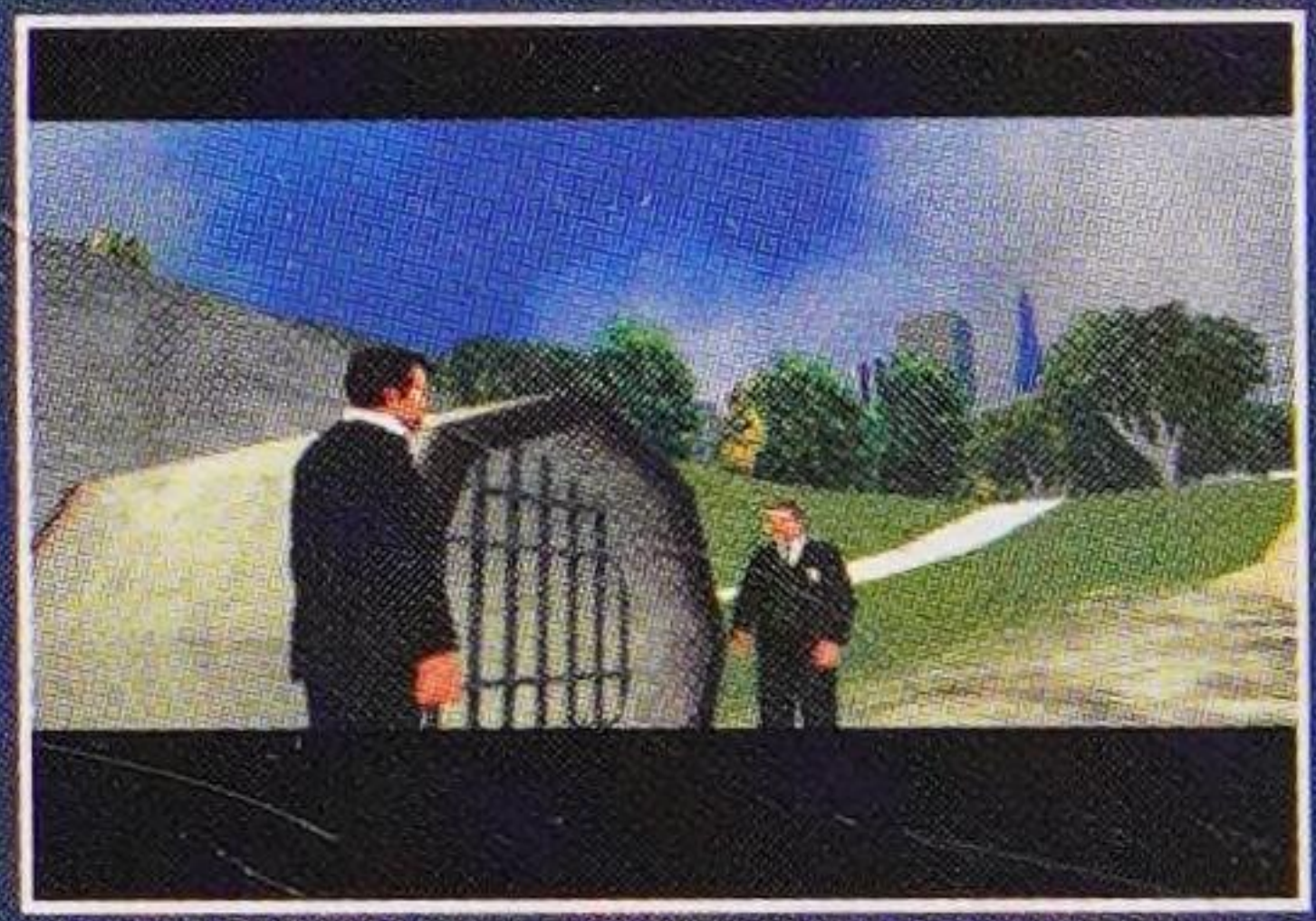


THE WHOLE 9 YARDIES

REWARD: $2,000

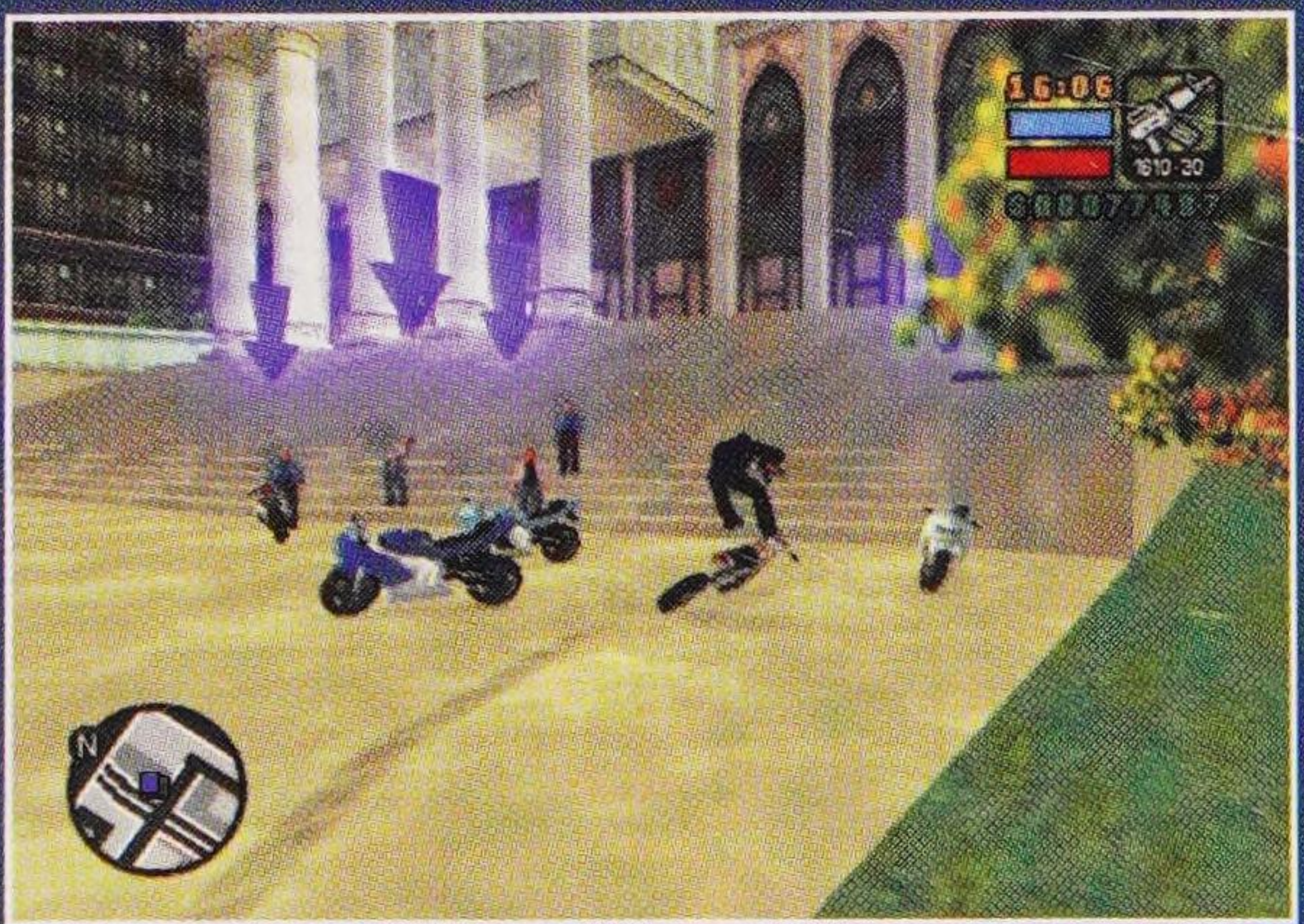
UNLOCKS: Crazy '69'

THE Yardies have their greedy eyes on Forelli turf in Newport. McAffrey wants you to get down there and lure the Forellis to the hospital in Rockford where a Yardie ambush will be arranged, awaiting your arrival.



STEAL A FORELLI BIKE, BUT DON'T KILL ANY FORELLIS.

Jack a bike from around the nearby ramp or the Angel in the Hogs & Cogs bike shop, then head to the Forelli gathering in Newport. Follow the blue blip on the radar to this location **(1)**. Speed right up to the spot and you'll see Forellis standing around four PCJ-600s. Bail off your bike at high speed so that you land standing near one of the fast cycles. Quickly jump onto a Forelli bike and speed away from the gangsters, who immediately begin pursuit. They'll shoot the moment they see you and continue with every chance they get from here to the ambush site.

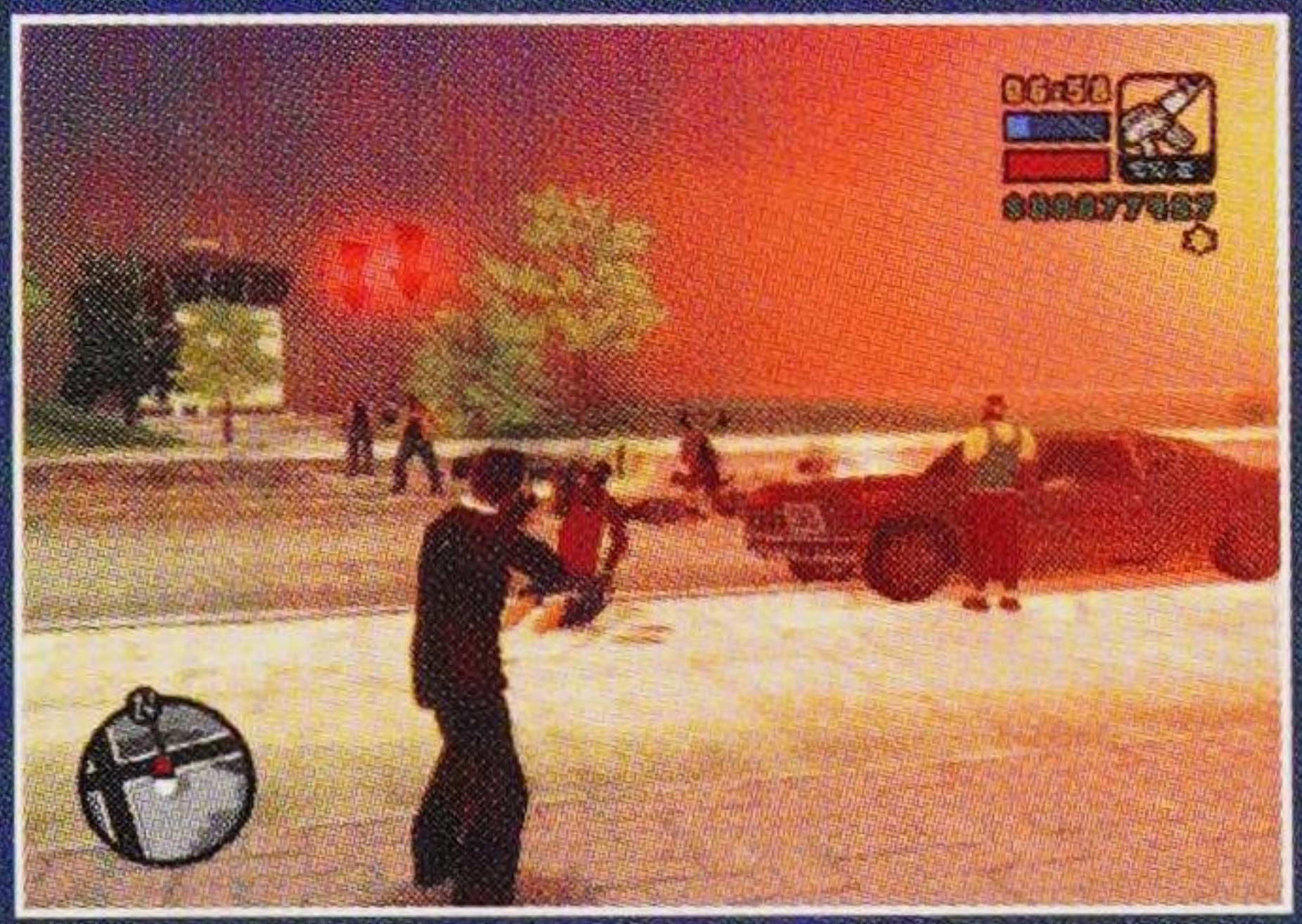


LURE THE BIKERS INTO THE KILL ZONE.

Speed down the middle of the roads you take to get to the kill zone. This is usually the safest place to be when on a bike, since it keeps you relatively safe from both directions of traffic… until someone changes lanes. Follow the yellow blip on the radar for immediate directions. Do not pull into the ambulance parking area, but head around the north side of the Hospital and stop in the yellow marker **(2)**.

TAKE THEM OUT.

The Yardies are not much help. Pull out your AK-47 or M4 and mow down the Forellis standing in the street. Once all four of them are dead, the mission is complete.



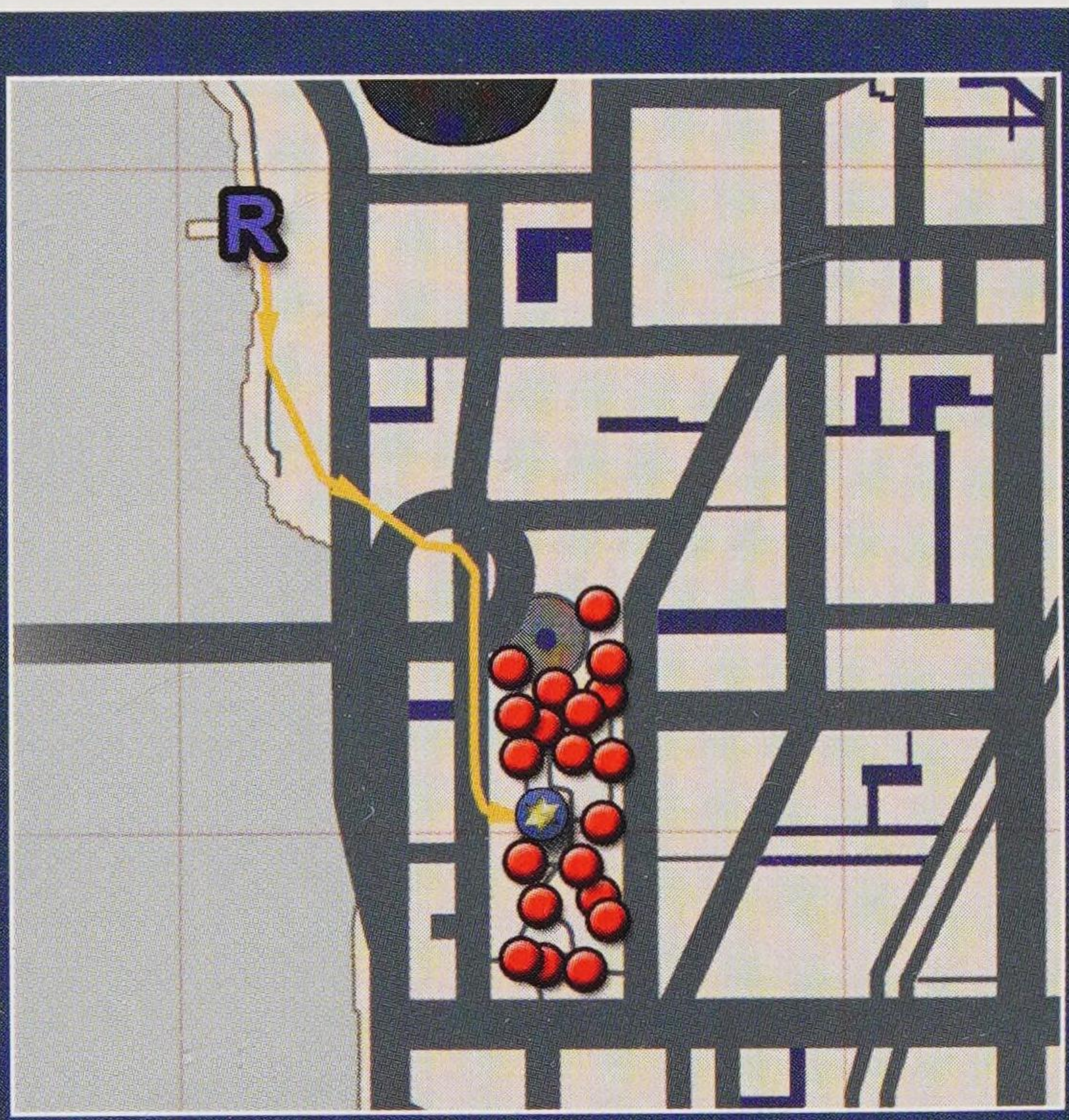
CRAZY '69'

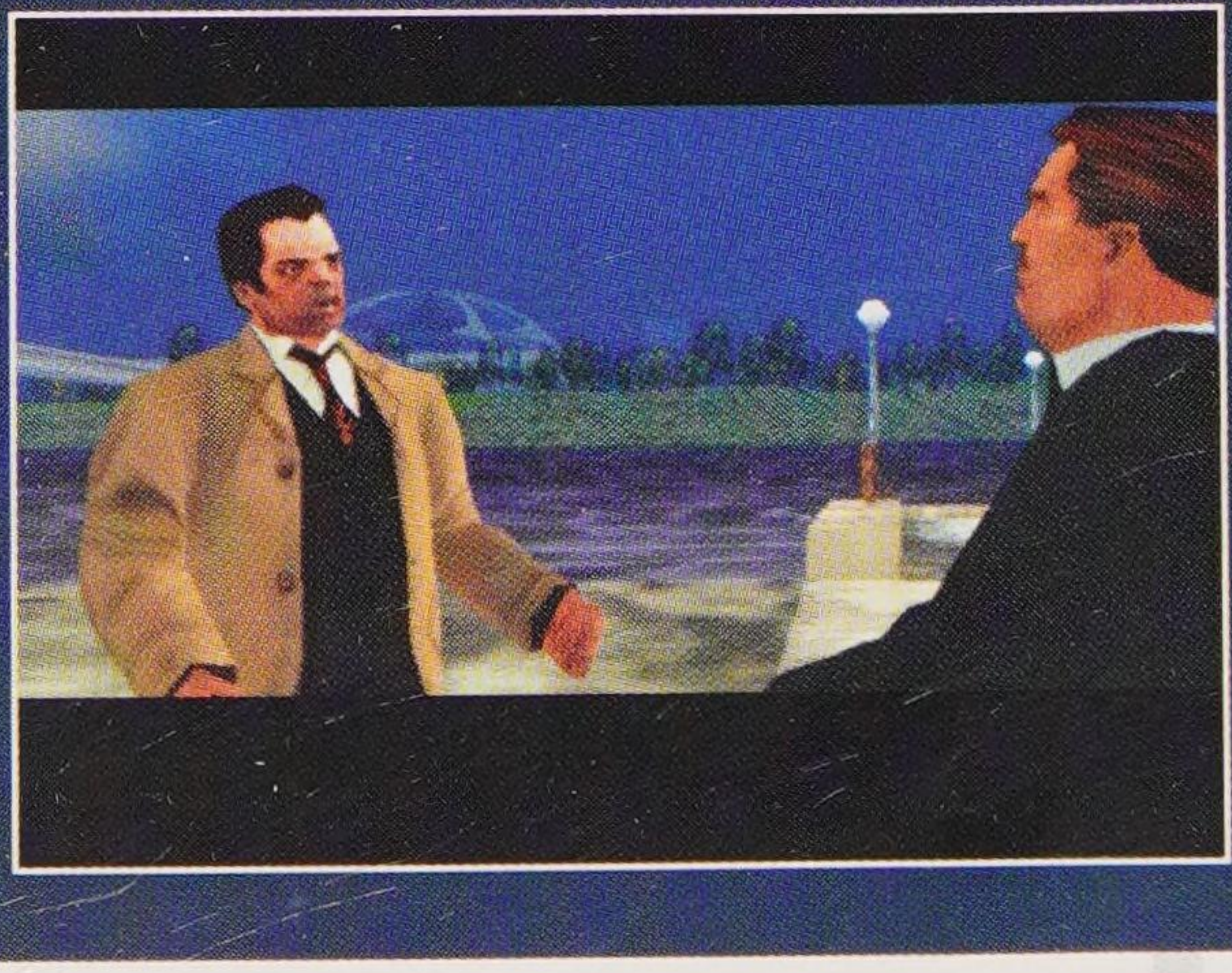
REWARD: $2,000

UNLOCKS: Night of the Livid Dreads

OTHER UNLOCKABLES: The Dragon jumpsuit is delivered to all safe houses.

TONI meets McAffrey's new partner, Ray Machowski, for the first time. Ray is on the up-and-up, so McAffrey sends him back to the office to do paperwork while he and Toni fight organized crime. Toni is off to help the Yakuza gang take over the Forelli-held territory of Belleville Park.





KILL 20 FORELLIS USING ONLY THE KATANA IN APPROXIMATELY FOUR GAME HOURS.

Jump on the Sanchez, which is parked near the concrete ramp just a few feet away from the start of the mission. Speed to the park, following the red blips on the radar, then dismount the bike and start hunting Forellis. This mission is very tough until you discover the trick to attacking with a Katana. If you just stand next to a Forelli (they're all armed with Katanas and Bats) and go head-to-head with them, it's hard to get a successful attack in if they beat you to the first swing. Your attack speed is equal to theirs, so if they hit first, they'll continue to hit you while canceling all of your own attack attempts. If you miss the first attack, just get out of there! By the way, one hit with the Katana is all you need to defeat almost anyone.

USE THE KATANA TRICK ATTACK.

The key to surviving this mission is knowing how to attack with the Katana while avoiding pulverizing bat attacks. If you're getting pounded, pick up a Health power-up in the park or on the steps of the building across the street to the east (see our Health/Armor/Adrenaline map in the back of this guide for exact locations). The trick to attacking is to swing while running. Run directly toward the Forelli and press the Attack button just as he enters your swinging range. Don't stop moving when you slash. Keep running past him! If you miss, at least you won't get clobbered. Just keep running a bit, then turn around for another pass at him. It might seem strange, but it works.

If the Forellis start to gang up on you, keep running to split them up. Divide and conquer. Go for another target, then attack the gang individually once they have separated. Kill 20 Forellis and the mission is a success.

DRAGON OUTFIT

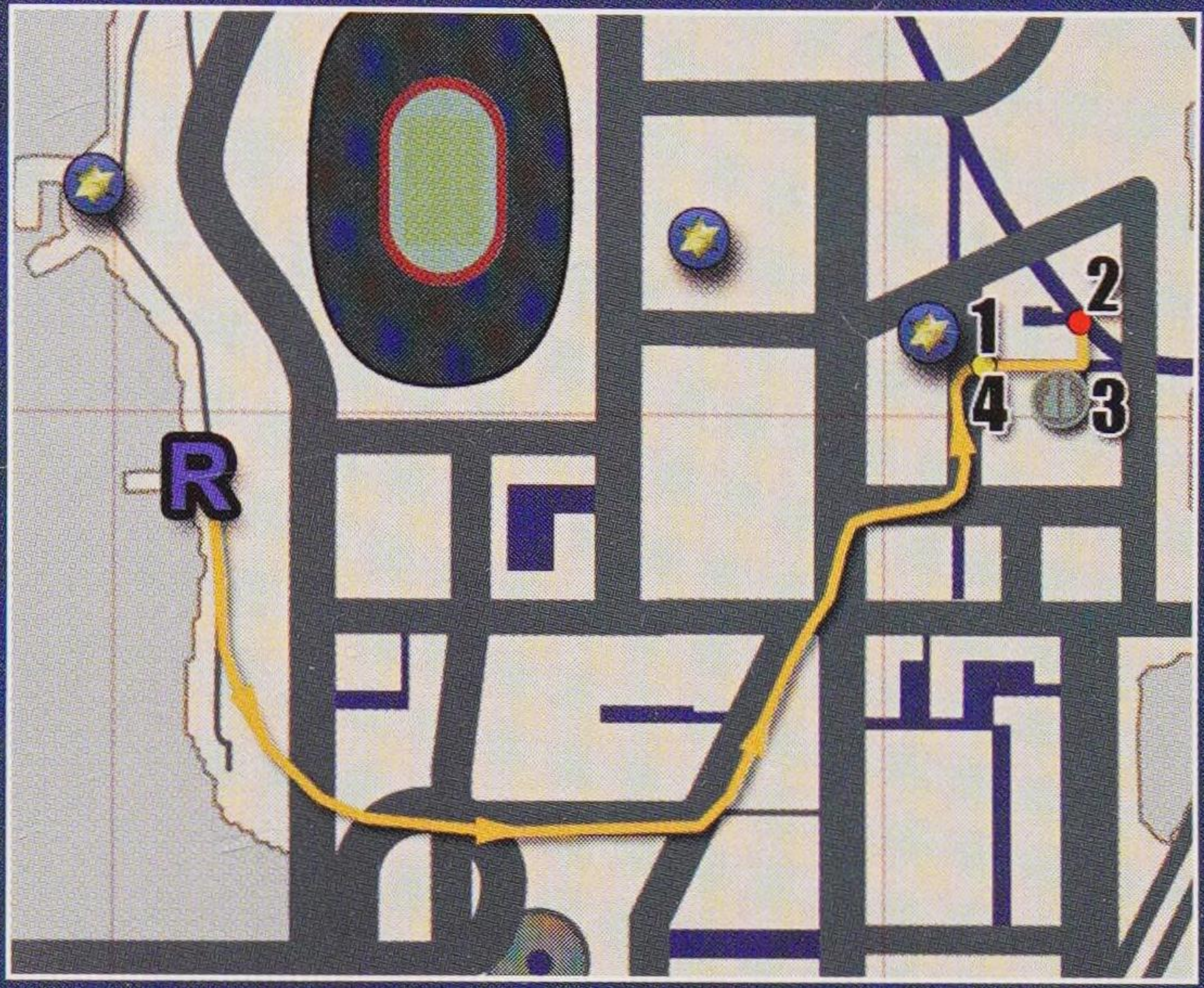
The Dragon jumpsuit becomes available at all safe houses after completing *Crazy '69.'*

NIGHT OF THE LIVID DREADS

REWARD: $2,000

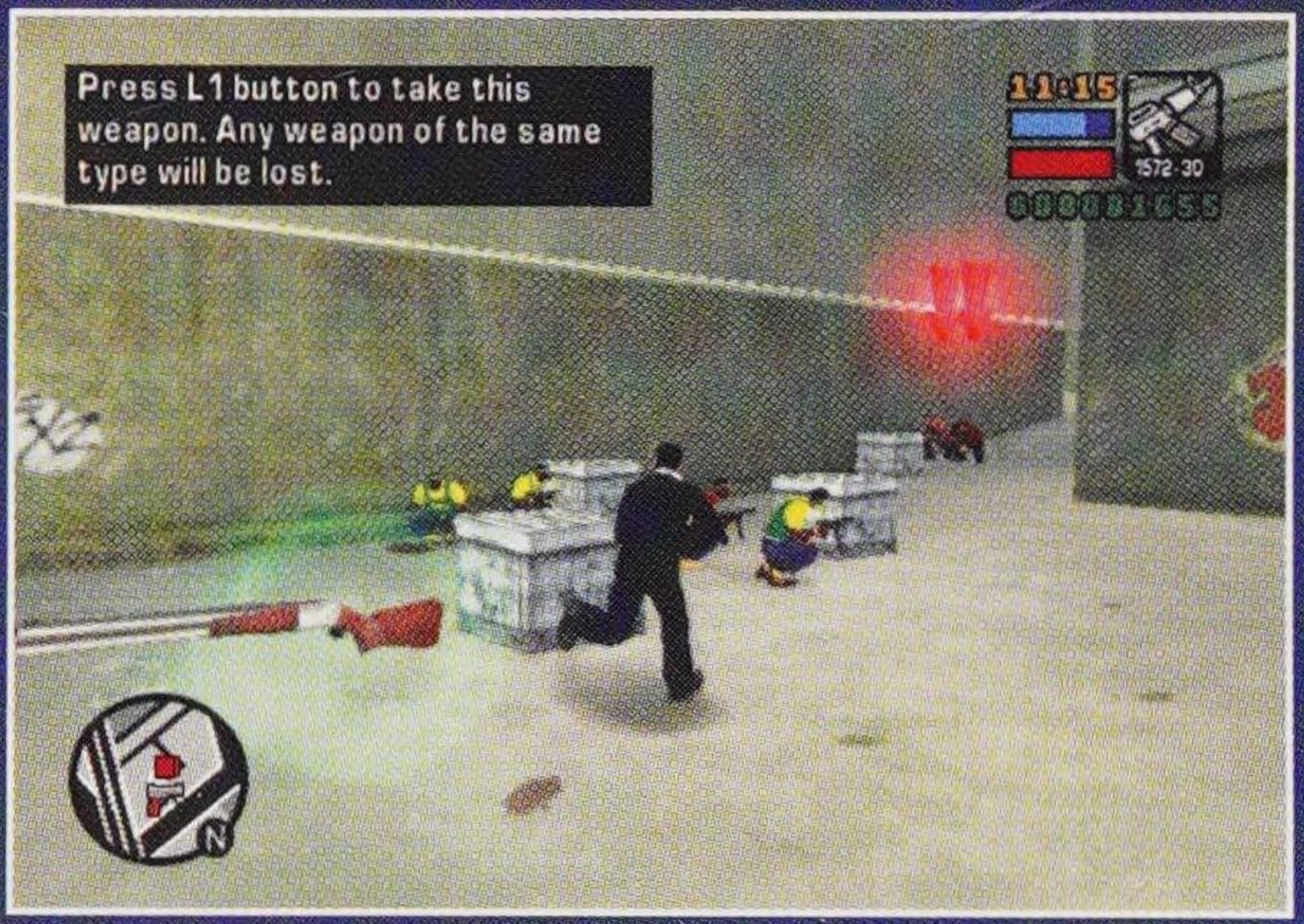
UNLOCKS: Beat this mission and Salvatore's Shoot the Messenger to unlock McAffrey's final mission, Munitions Dump.

MCAFFREY says the Yardies are having trouble hanging onto their newly acquired turf in Newport. The Sindaccos want it back.



THE YARDIES ARE UNDER ATTACK IN NEWPORT. DEFEAT THE ATTACKING SINDACCOS.

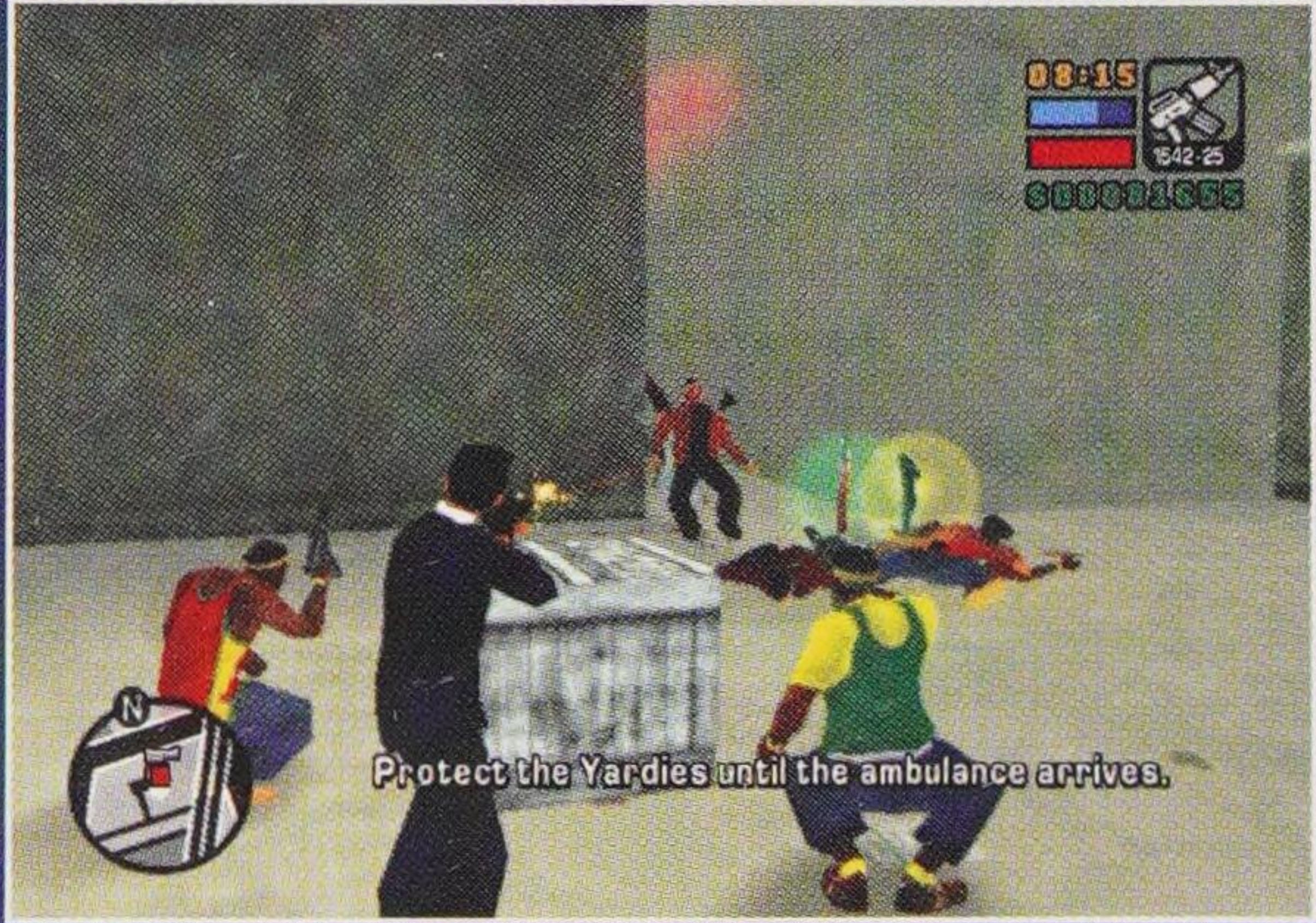
A couple of Sindaccos appear as red blips on the radar in an alley in Newport. This alley is behind the Ammu-Nation. The Sindaccos **(2)** are near the grenade pick-ups (see our Weapons & Bribes map in the back of this guide). If you enter this alley from the west **(1)**, you can catch the Sindaccos off guard. Toss a Molotov into the alley near the grenades or just run in shooting with an AK-47 or M4.



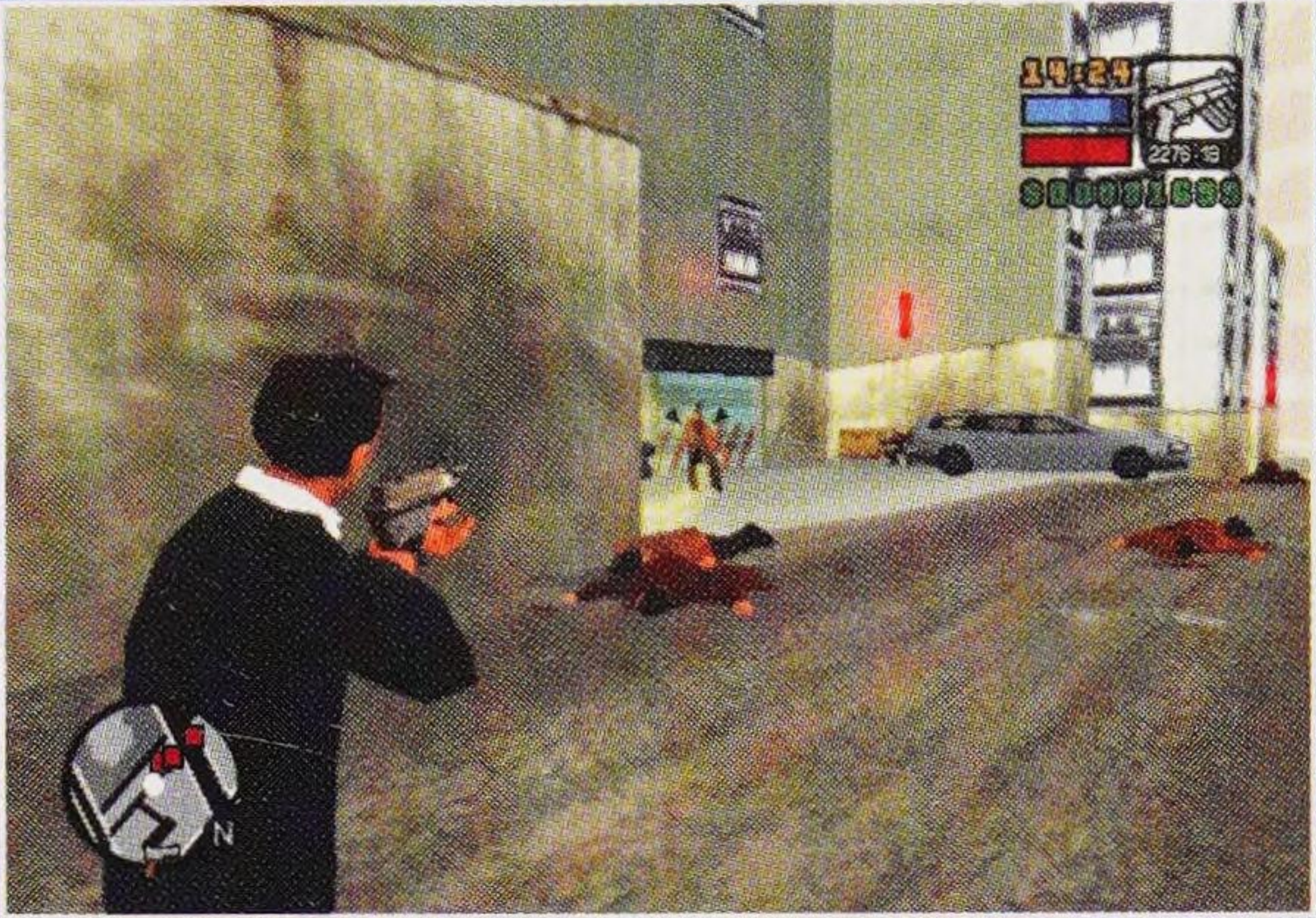
Press L1 button to take this weapon. Any weapon of the same type will be lost.

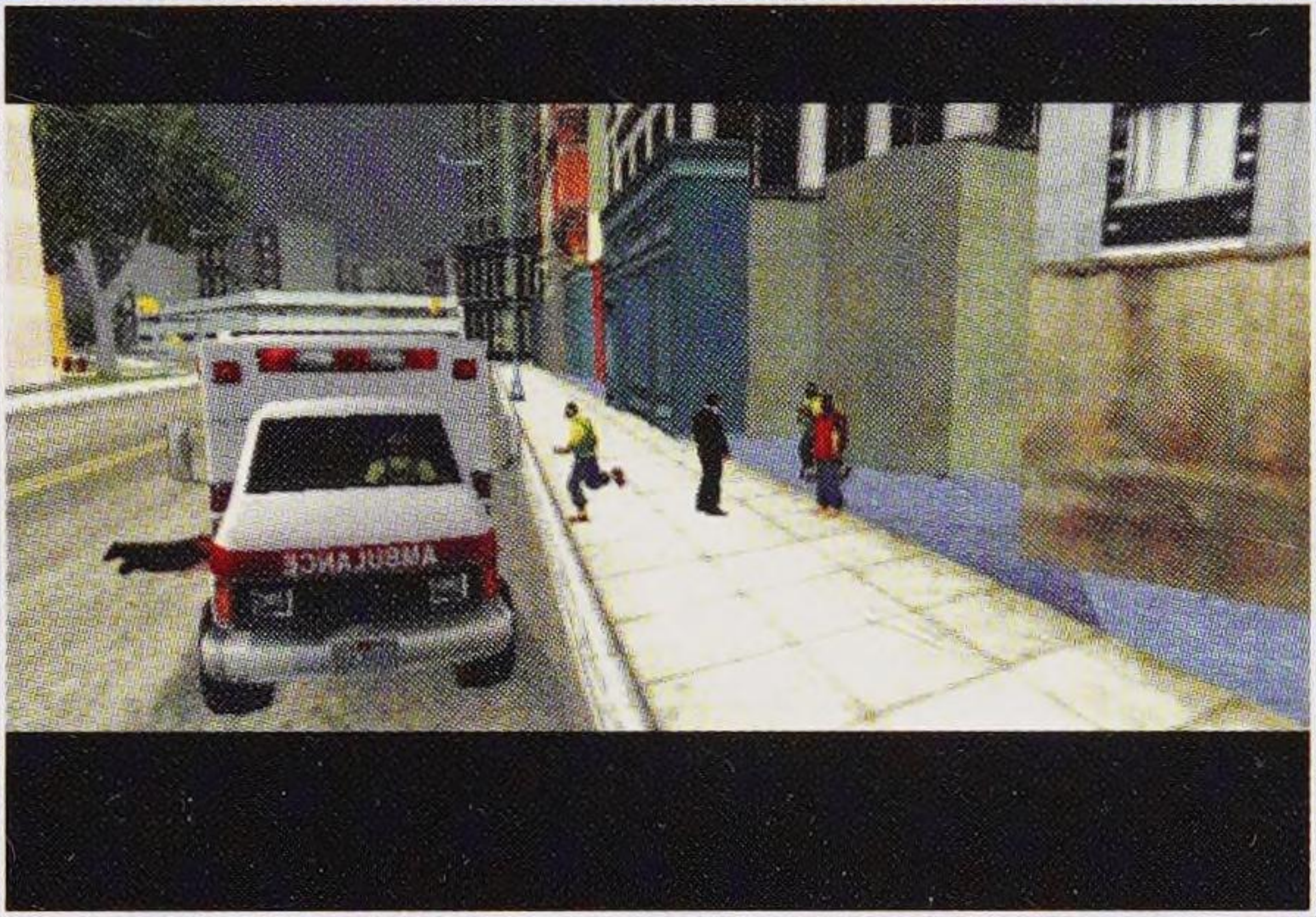
PROTECT THE YARDIES UNTIL THE AMBULANCE ARRIVES.

In a cutscene, a Yardie explains that one of his soldiers is hurt and that they need help with the Sindaccos until the ambulance arrives. Select a submachine gun or the shotgun over the downed Yardie and start shooting the Sindaccos that run through the alley from the left. Once these four goons are dealt with, you get a new objective.



Protect the Yardies until the ambulance arrives.





CLEAR A PATH FOR THE YARDIES TO REACH THE AMBULANCE.

Turn and head west through the alley toward the grenade pick-up location and shoot the Sindaccos pouring into the alley from the connecting passage to the left. Defeat these three gangsters and head down the left alleyway that they just left. Just before the intersection, a Sindacco (who does not appear as a red blip on the radar) comes running across the alley **(3)**. Take him down. At the next intersection, look left to take out another Sindacco (who also doesn't register on the radar). Pivot to face the west alleyway and shoot the Sindaccos with a long range weapon like the M4 or a sniper rifle.

Continue forward and grab the Body Armor in the nook on the left. A Sindacco Argento pulls up at the end of the alley **(4)** to add a few more Sindaccos to the fray. Use the AK-47 or M4 with free aim and destroy the Argento to blow up all the surrounding gangsters. Press forward and shoot any enemies in the next nook on the left, then snipe the remaining Sindaccos out in the street near the black van. Once the alley entrance and nearby street have been cleared, exit the alley and head into the yellow marker on the sidewalk to complete the mission. The ambulance arrives safely and picks up the injured Yardie.

MISSION ACCESSIBILITY

This mission is available only after you finish Salvatore's *Shoot the Messenger* and McAffrey's *Night of the Livid Dreads*. When entering a car with a radio for the first time after completing the second of these two missions, you hear the LCN reporter's coverage and then receive a phone call from McAffrey about the job.

MUNITIONS DUMP

REWARD: $2,500

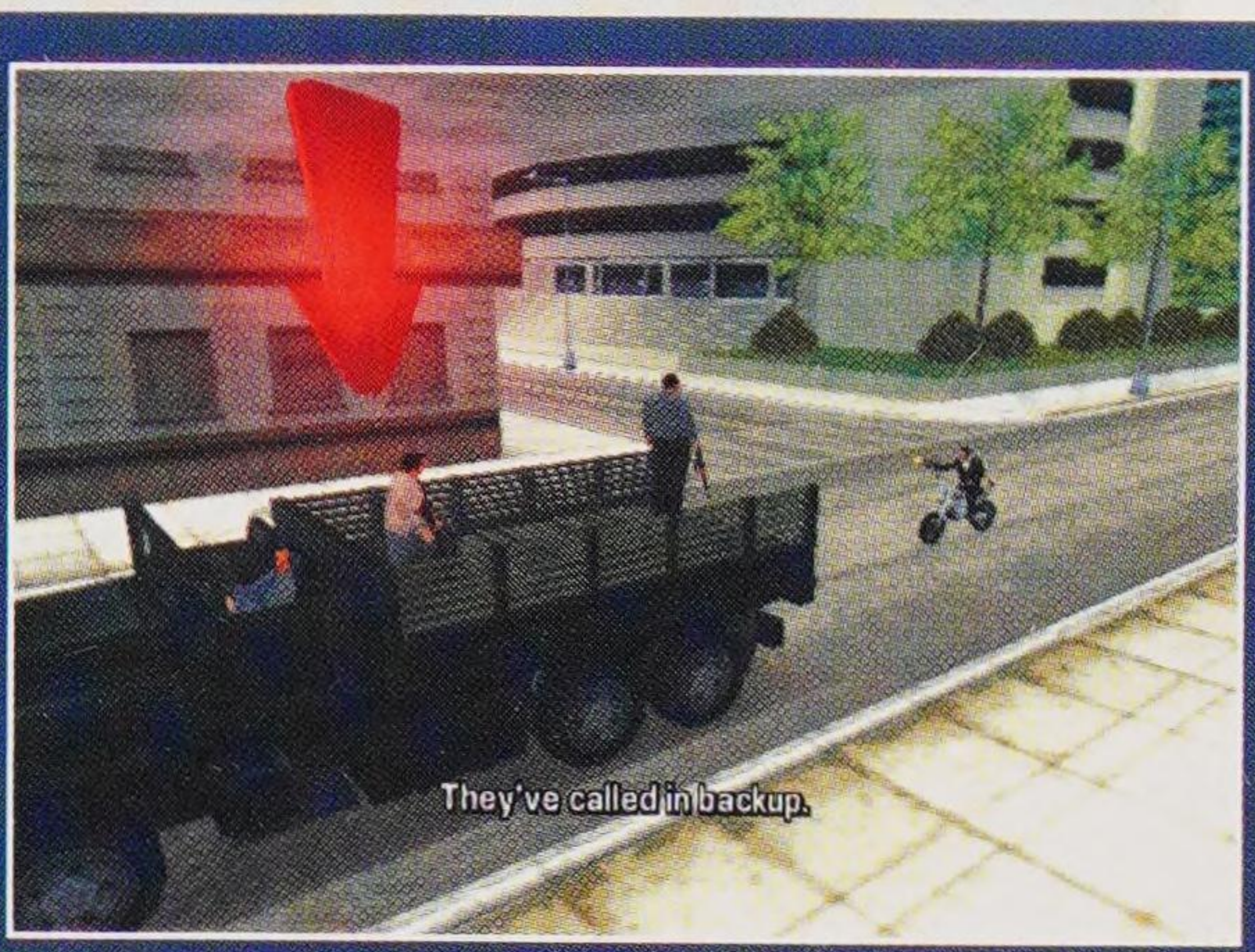
UNLOCKS: Yardies now hate Toni.

OTHER UNLOCKABLES: Completing this mission contributes to the three missions needed to unlock Donald Love's mission, Love on the Rocks.

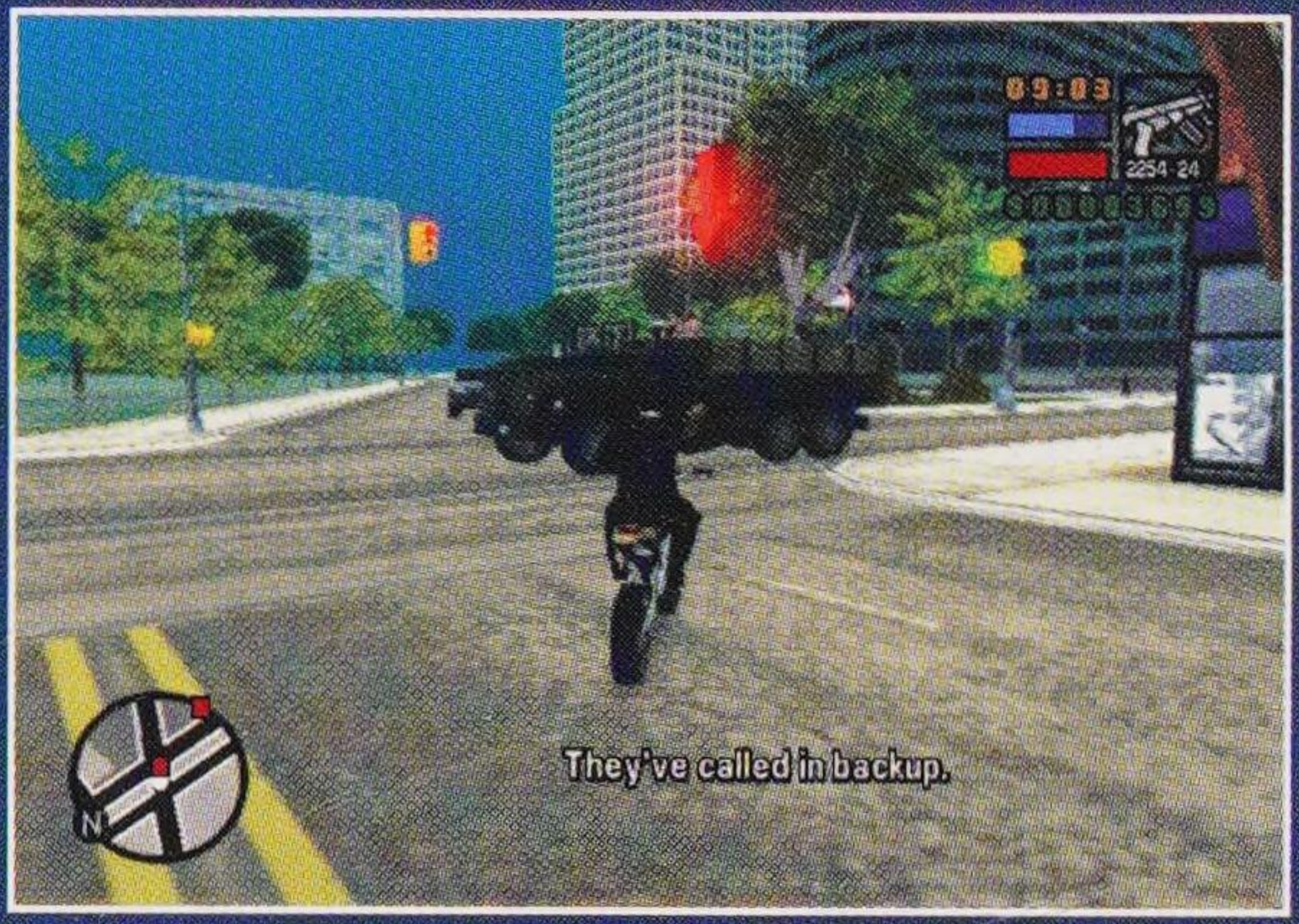
MCAFFREY pulls up in his Banshee with his partner in the passenger seat. He says the Forellis are running arms and taking a cut of the merchandise themselves. Apparently, they're transporting the arms in trucks to Fort Staunton.

DESTROY THE TRUCKS BEFORE THEY REACH THEIR DESTINATION.

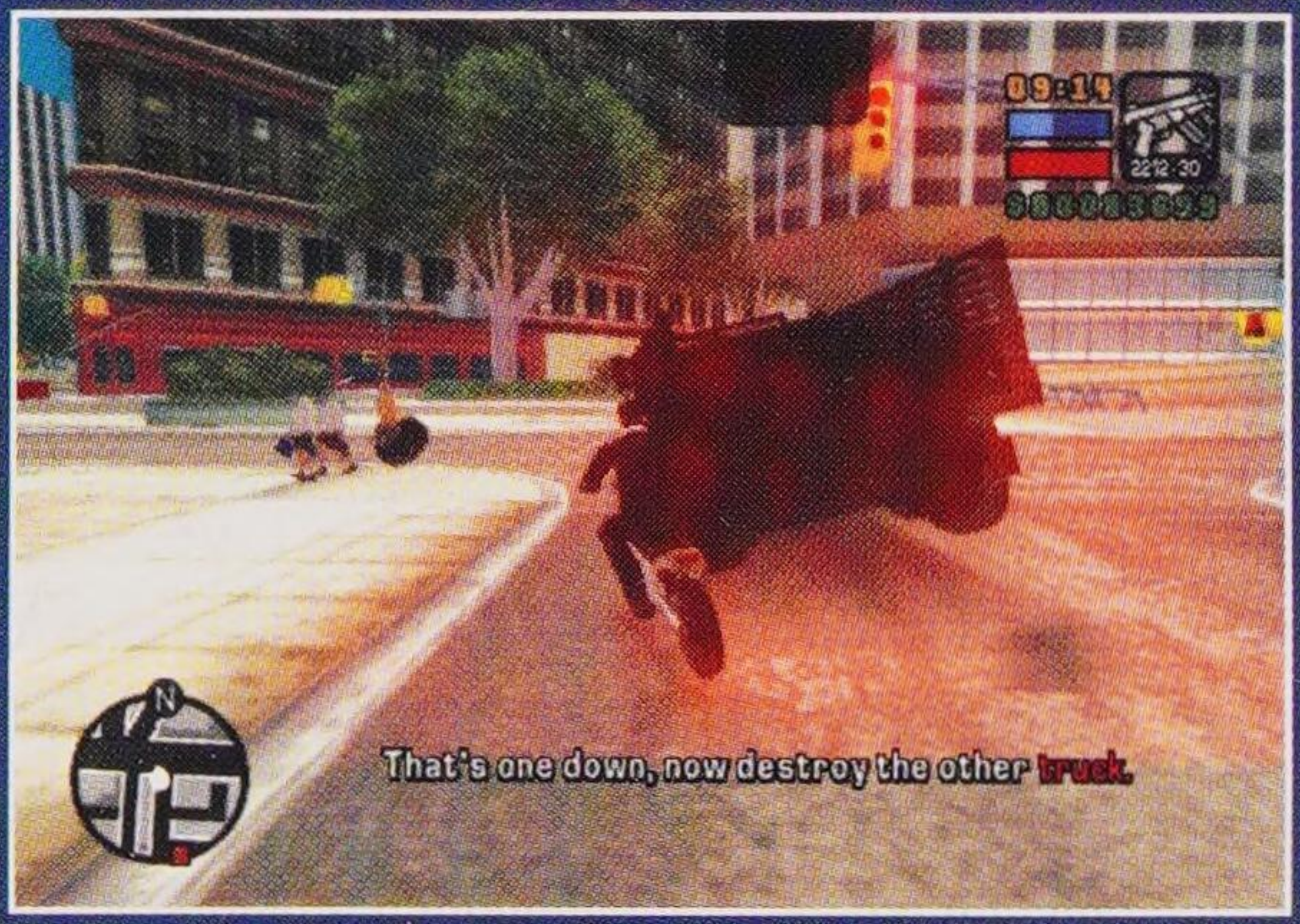
The two arms trucks begin on the southern coast of Staunton and move in similar routes through the middle of the city, working their way northward toward Fort Staunton. Follow the red blips on the map to find them. A bike is your best bet for catching the truck that works its way closest to you as you race toward it. This gives you more freedom to move through traffic, makes you a harder target, and allows you to shoot forward in transit.



The flatbed trucks not only carry arms, but also some Forelli gunmen packing AK-47s. When you attack, you are immediately warned that they have called in for backup. The Forellis arrive in their Exsess. Try to avoid these guys as much as possible, and concentrate on destroying the trucks.



Start by driving behind the trucks and shooting forward to take out the gunmen, then pull up alongside them and keep shooting. The very durable flatbeds explode quickly—could be the cargo they're carrying is extremely flammable. Once you've destroyed one, quickly locate and eliminate the remaining truck using the same tactics. You'll likely acquire a two-star Wanted Level while taking out the first truck. Try to fit in a Police Bribe trip (we've marked three options on our mission map) on your way to the second truck.



McAffrey will call on the cell phone after finishing *Munitions Dump* (the next time you're not in a vehicle). He says the feds have caught up with your boss, Salvatore, and they're really mad. He's going to take the heat for all the crime in the city. McAffrey breaks his ties with Toni to keep his nose clean.

BIKE SALESMAN

AVAILABILITY: This side mission unlocks when you enter Staunton Island.

LOCATION: Hogs 'n' Cogs bike shop Belleville Park, Staunton. See number 22 on our Pastimes map for location.

RESTRICTIONS: Hogs & Cogs is only open from 08:00 to 18:00.

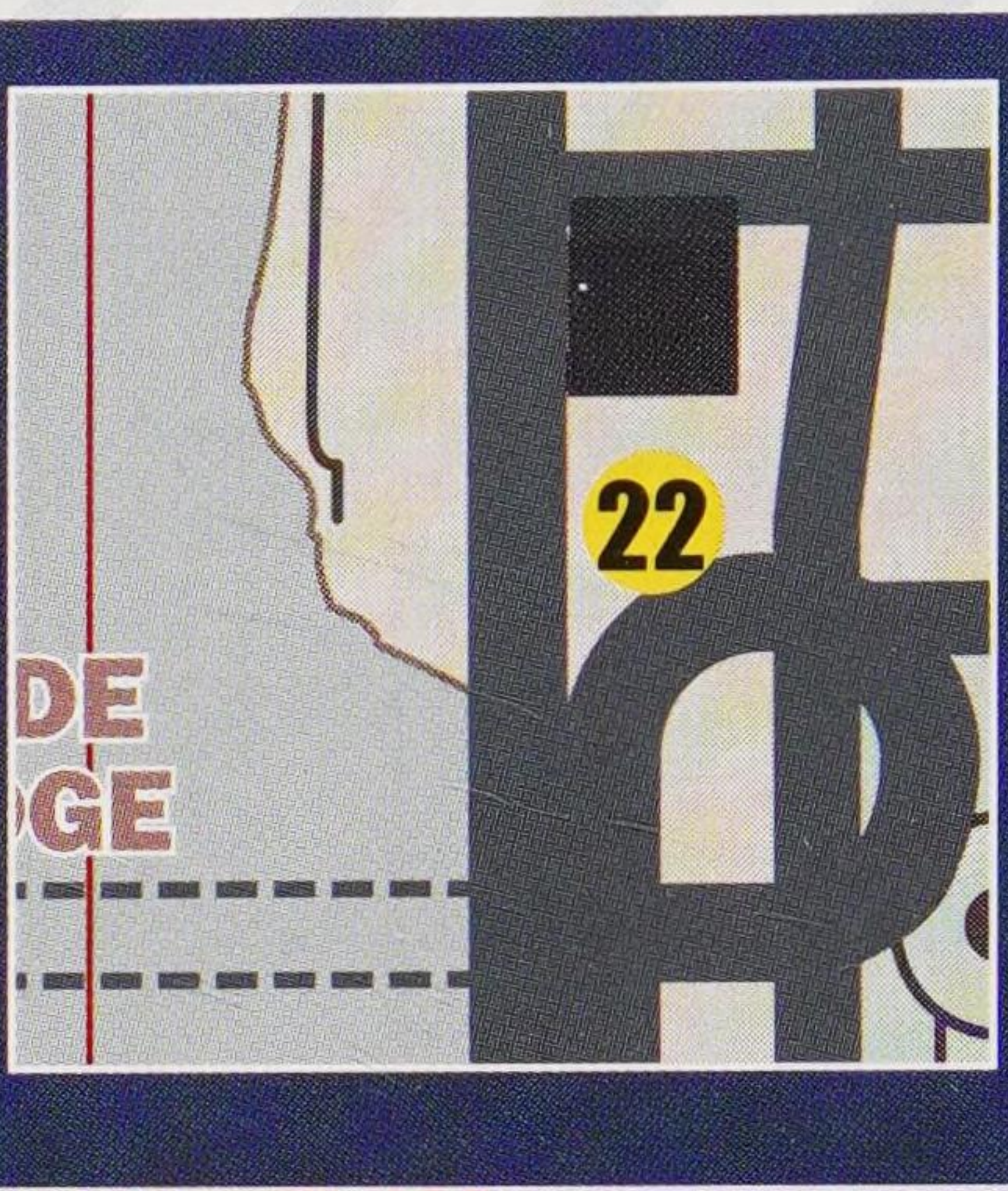
REWARD: Cash, depending on speed of sale.

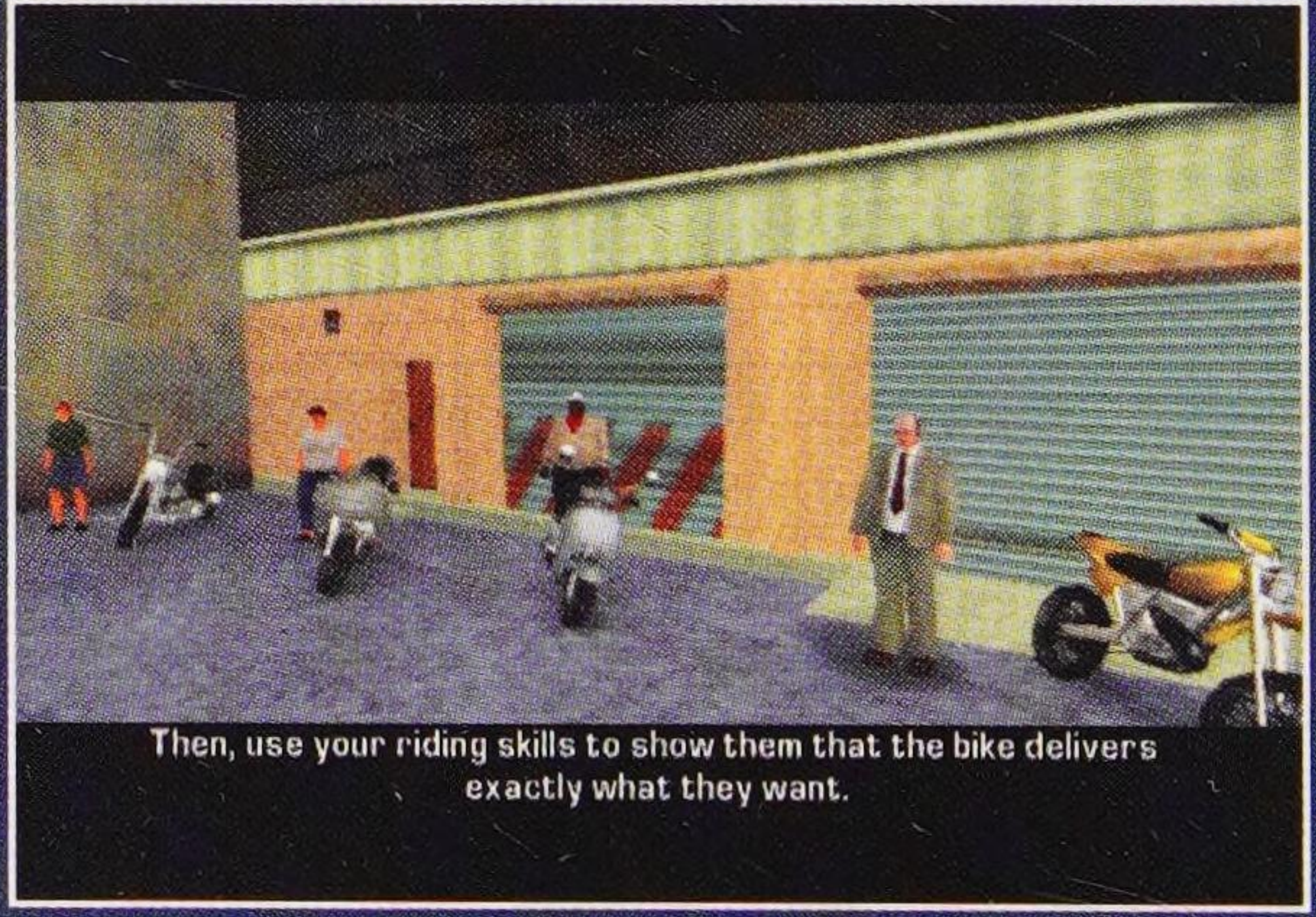
UNLOCKS: The shop starts to generate extortion money, which can be collected regularly once 10 of each

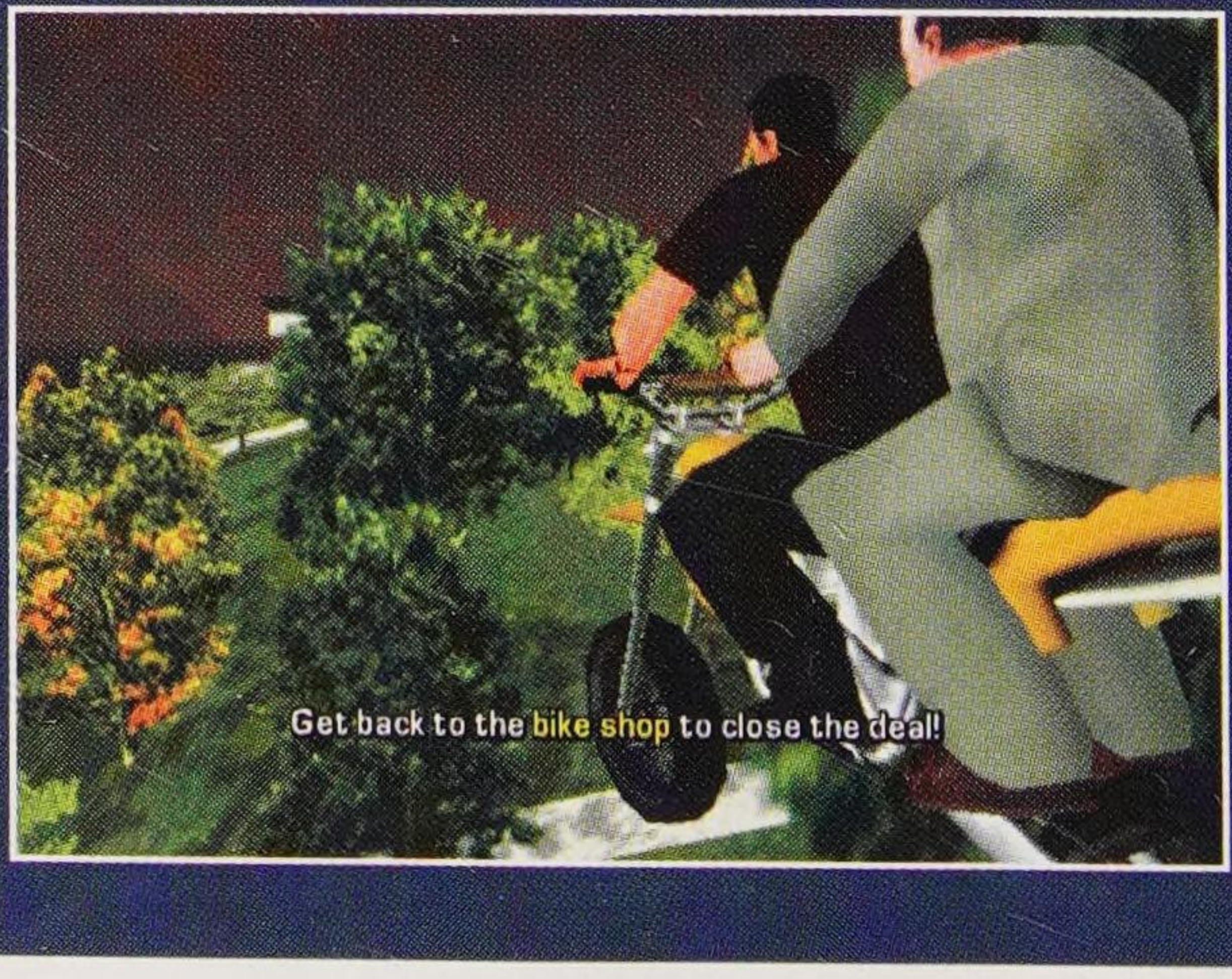
DETAILS

You must drive according to the customer's desires to increase their satisfaction with the bike. There are four bike types: dirt bike, performance, scooter, and Harley-type. Each variety has a set of driving styles that the customer would like to experience during the test drive.

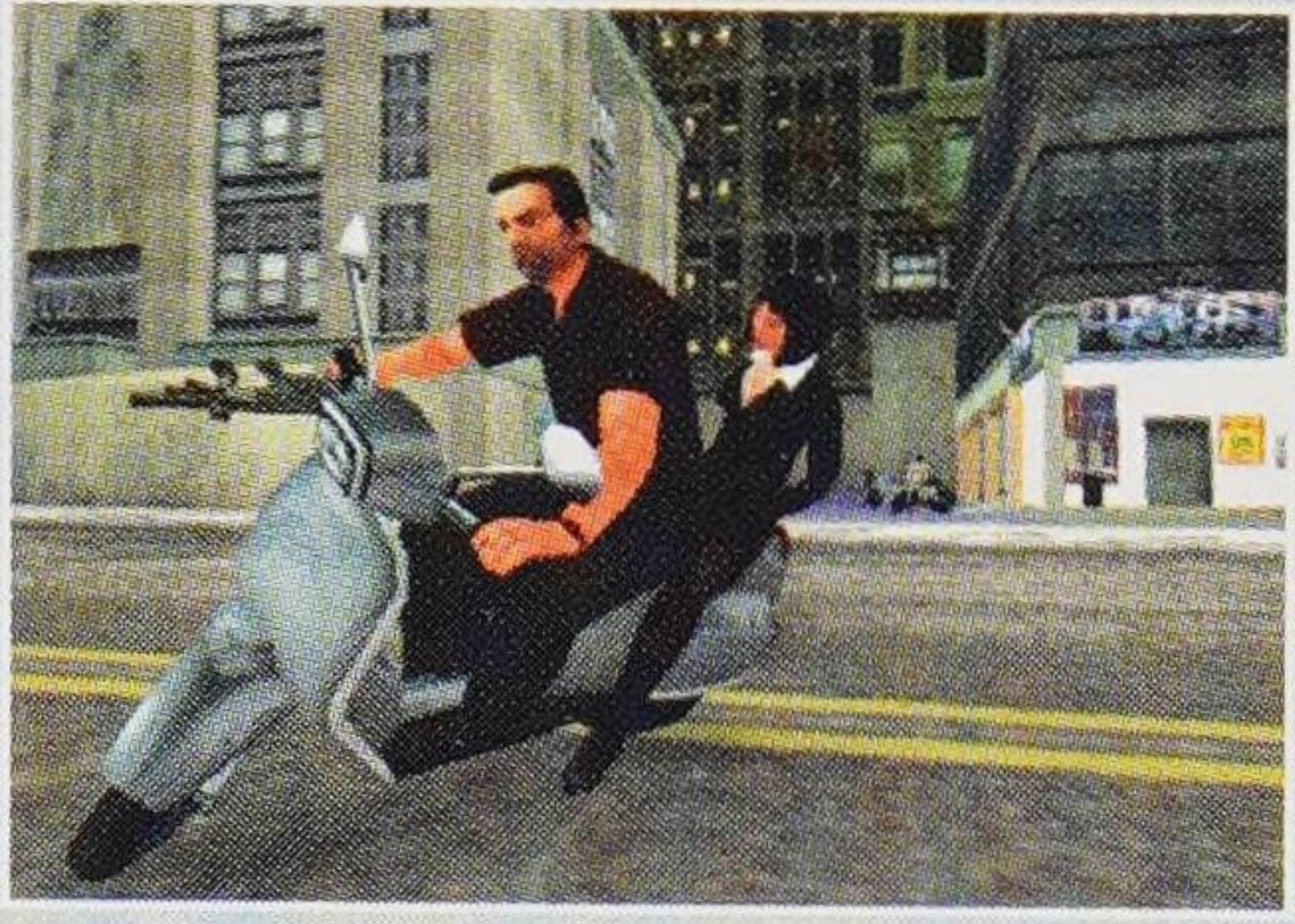
A Sales meter appears on the right side of the screen. When it fills completely by driving to the customer's satisfaction, the sale is almost guaranteed. You must then drive back to the alley within the allotted time to close the deal. You earn a commission and a time bonus (which is added to the next test drive). You must make four bike sales to reach the next level. If you fail to make a sale, the mission is over. As levels progress, the customers become harder to please and easier to annoy.

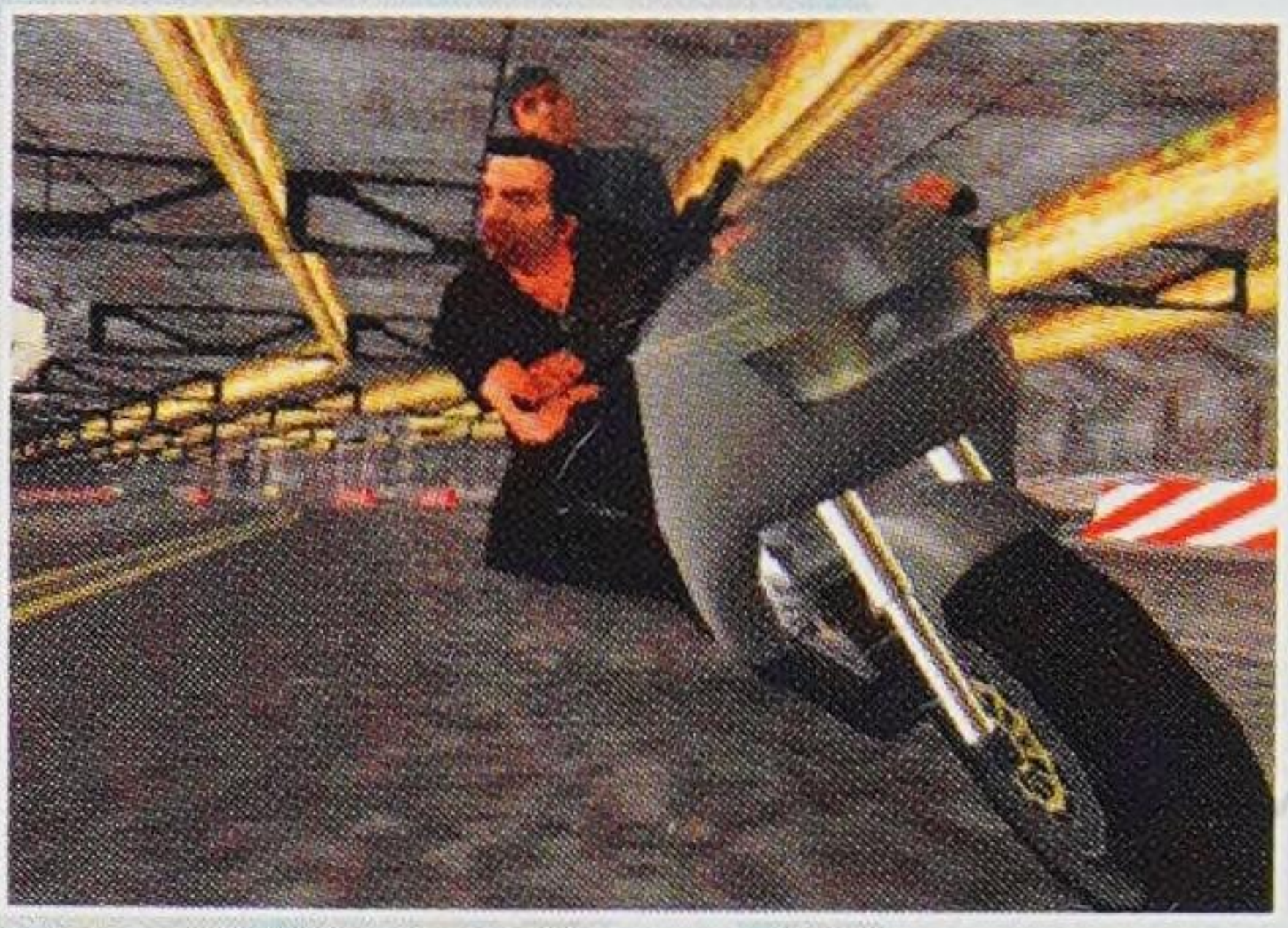


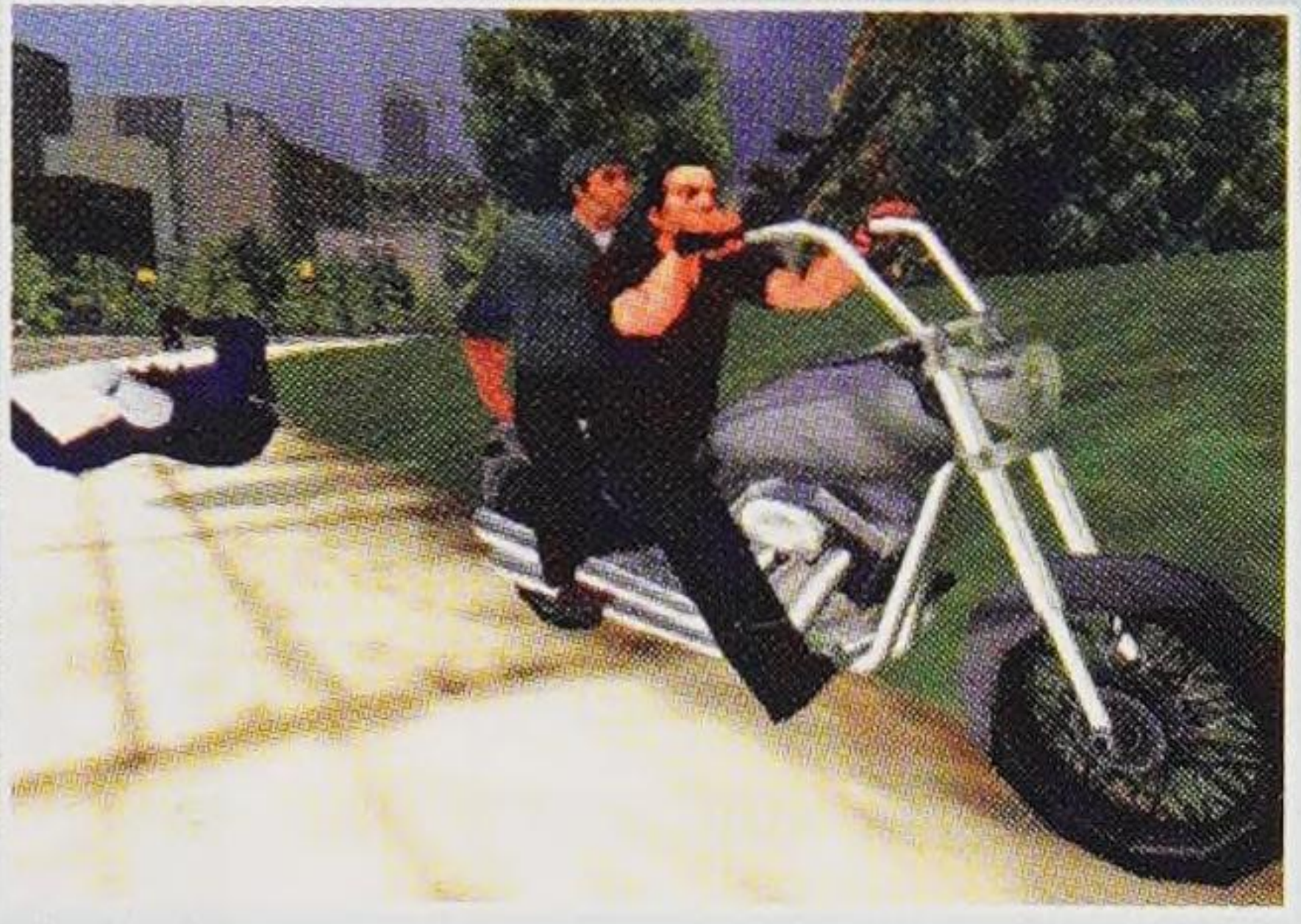

Then, use your riding skills to show them that the bike delivers exactly what they want.

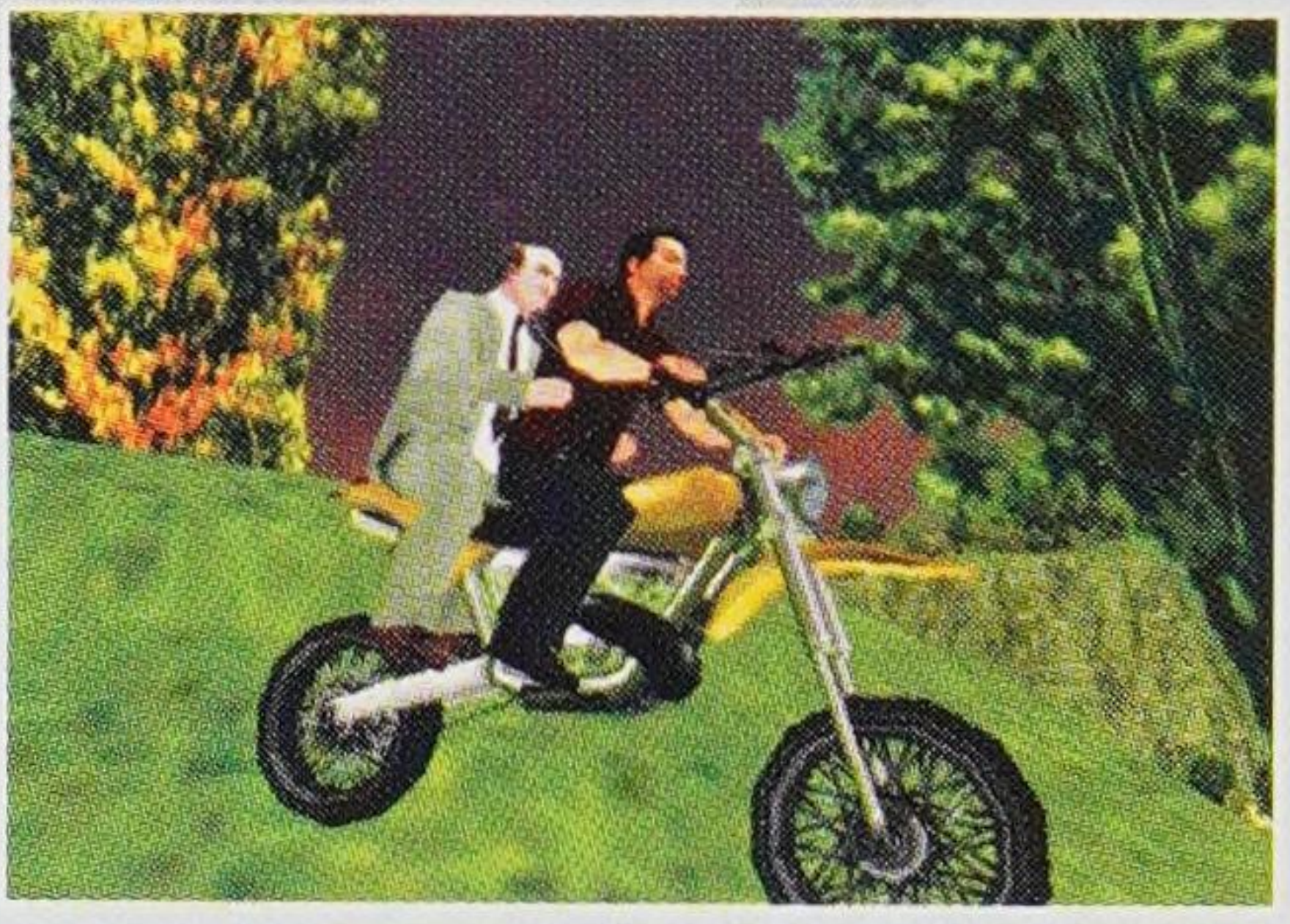

Get back to the bike shop to close the deal!

TIPS









- Scooter enthusiasts like a steady, smooth, and safe ride. We found that these customers like it when you make extreme left and right turns as you travel down a street. Just yank the steering from left to right without actually committing to a new direction. Make sure to avoid other vehicles while doing this.
- You can also raise the Sales meter by just driving in a little, fast and tight circle. Again, watch out for other vehicles on the road.
- Dirt bike (Sanchez) enthusiasts obviously like to ride on any terrain without asphalt. Take them on the grassy area near the coast where there are hills and jumps. They like to get air as much as possible, but be careful not to jump into the river. Turn tight corners on the grass, slide around, and do donuts. The more you slide and turn, the happier they are.
- The hog enthusiasts just want you to run over people. These bikes are heavy and durable enough to dole it out, so speed down the sidewalks and plow pedestrians over until your customers are satisfied.
- Lovers of performance bikes prefer to go fast—and they don't want to slow down. Race them up and down the long strip of road by the bike shop. Lean forward for more speed (don't stand up; that's pushing too far forward). If you have to turn around to hit the strip again, do it quickly using a handbrake drift. The weight of the passenger slows you down a bit, so it's actually less chaotic than if you were driving at top speed alone.

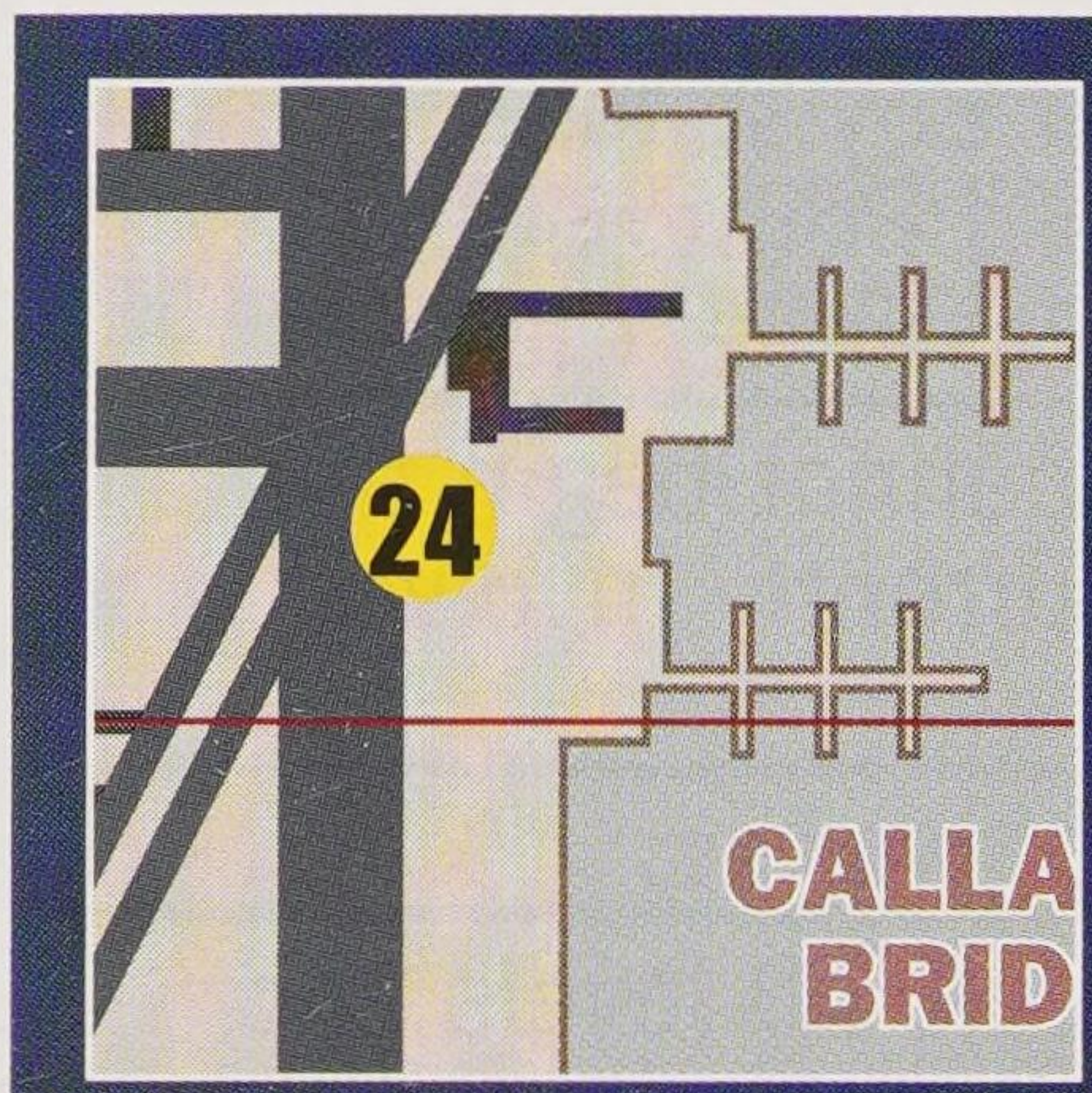
GO GO FAGGIO

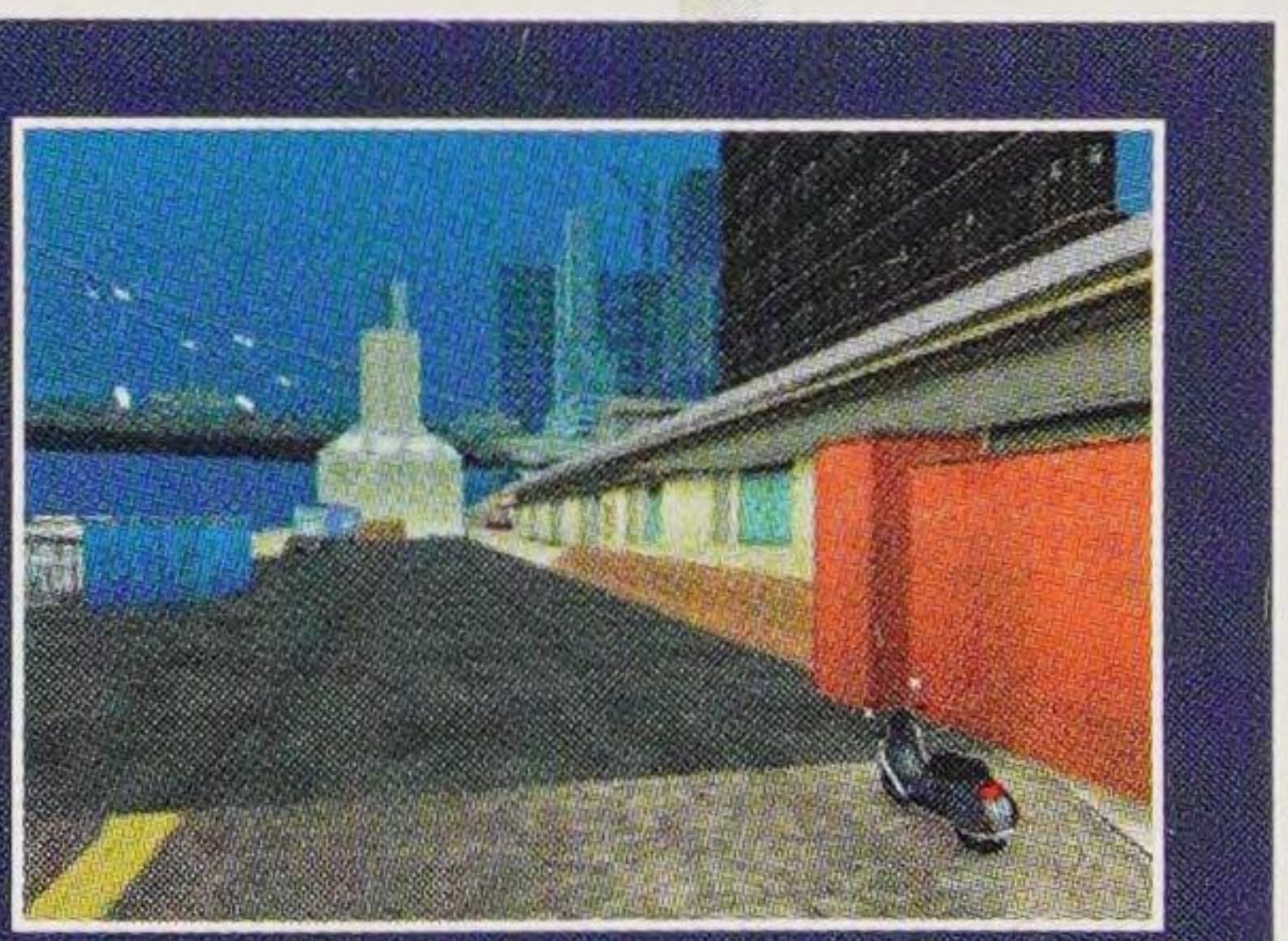
AVAILABILITY: Available as soon as you get into Staunton Island. You cannot partake in this challenge if you are already in a mission.

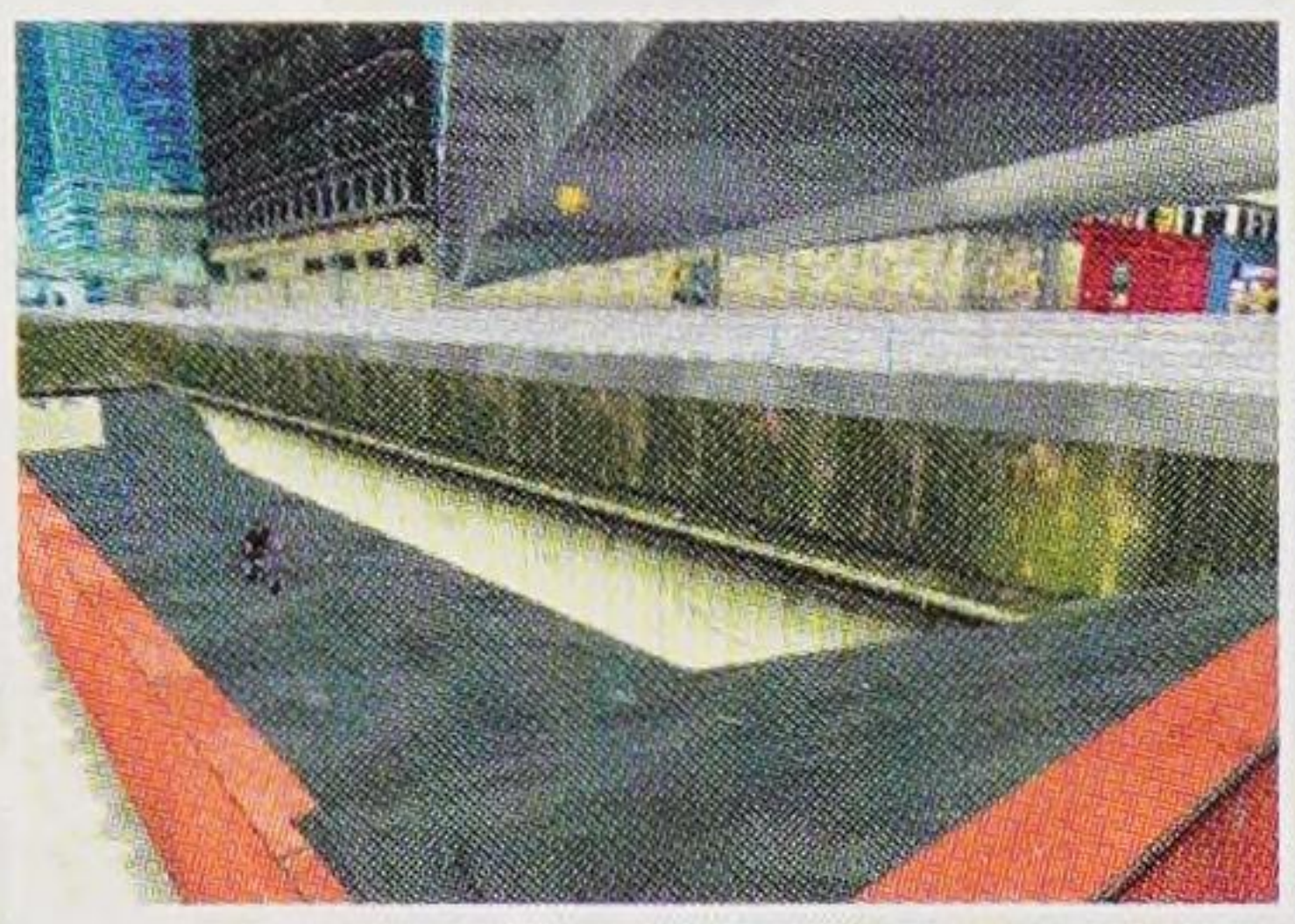
LOCATION: The cargo loading docks at Newport, Staunton Island. See number 24 on our Pastimes map.

REWARD: Cash. $1000 each time you beat the previous best course time.

UNLOCKS: Goes toward 100% of the game.



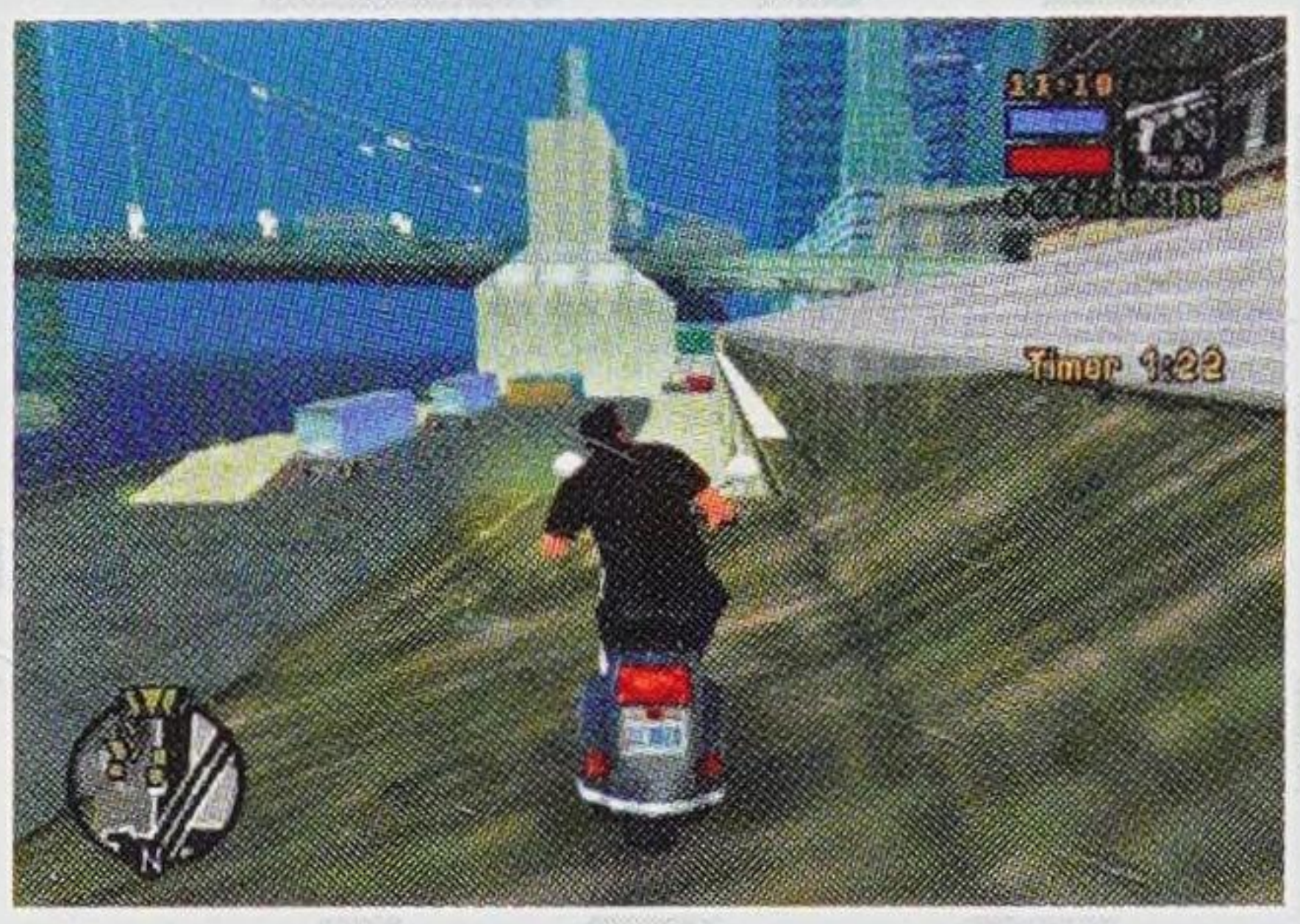


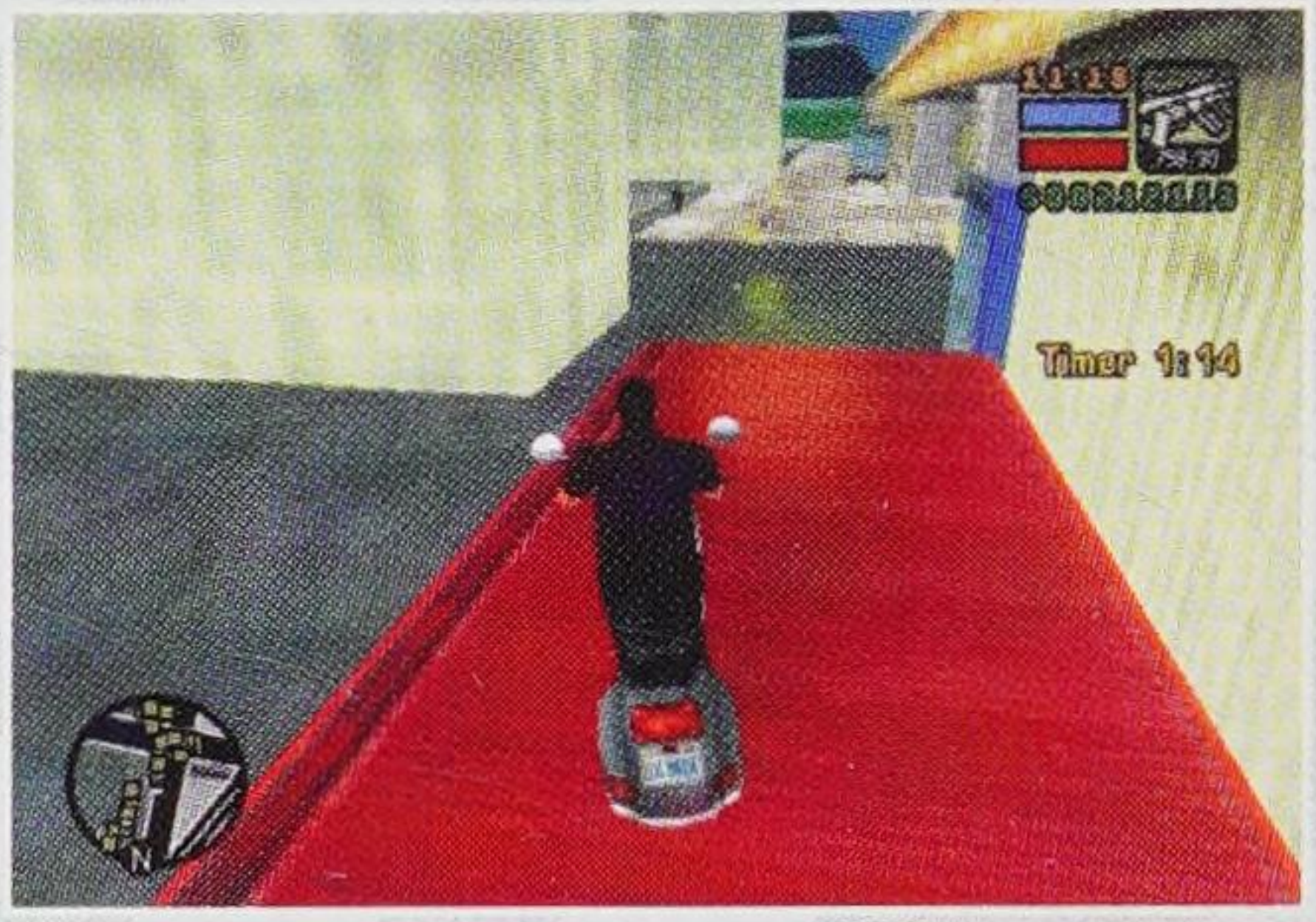


DETAILS

You must pass through all 35 checkpoint coronas within the current time limit (starts at 110 seconds). When you beat this time limit, your current best course time becomes the new limit the next time you play.

TIPS





- This is pure trial and error. The most challenging coronas rest atop cargo containers to the left as you begin the challenge. You must drive up narrow planks of wood to reach these different layers of containers and hit the coronas. We suggest practicing this right from the beginning and continue until you can reach these coronas quickly. Then retake the course.
- More tricky coronas are on the ledge of the highway to the east. Drive up the ramp at the warehouse doors and ride along the ledge to the north end to collect all the coronas there. Come down off the narrow ledge on top of the corona on top of the red container (where a Hidden Package is tucked). This ledge comes into play during our Love on the Rocks strategy.
- Once you have the container and ledge coronas down, the next hardest maneuver is quickly getting the coronas from between all the parked trailers to the north. This all just takes practice and patience. Good luck, and remember to lean forward for more speed.

WELL SNACKED PIZZA

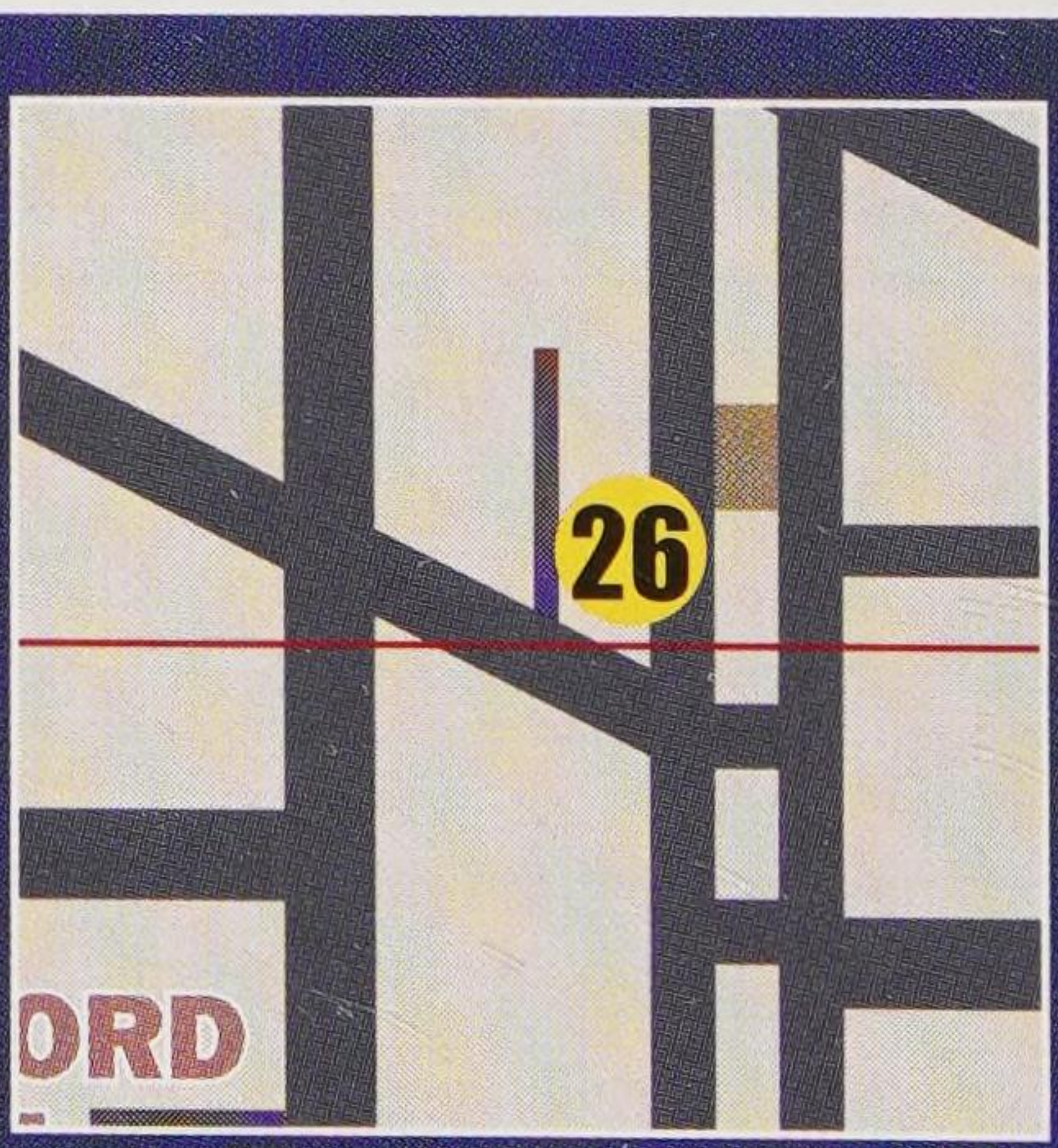
AVAILABILITY: As soon as you gain entry into Staunton Island.

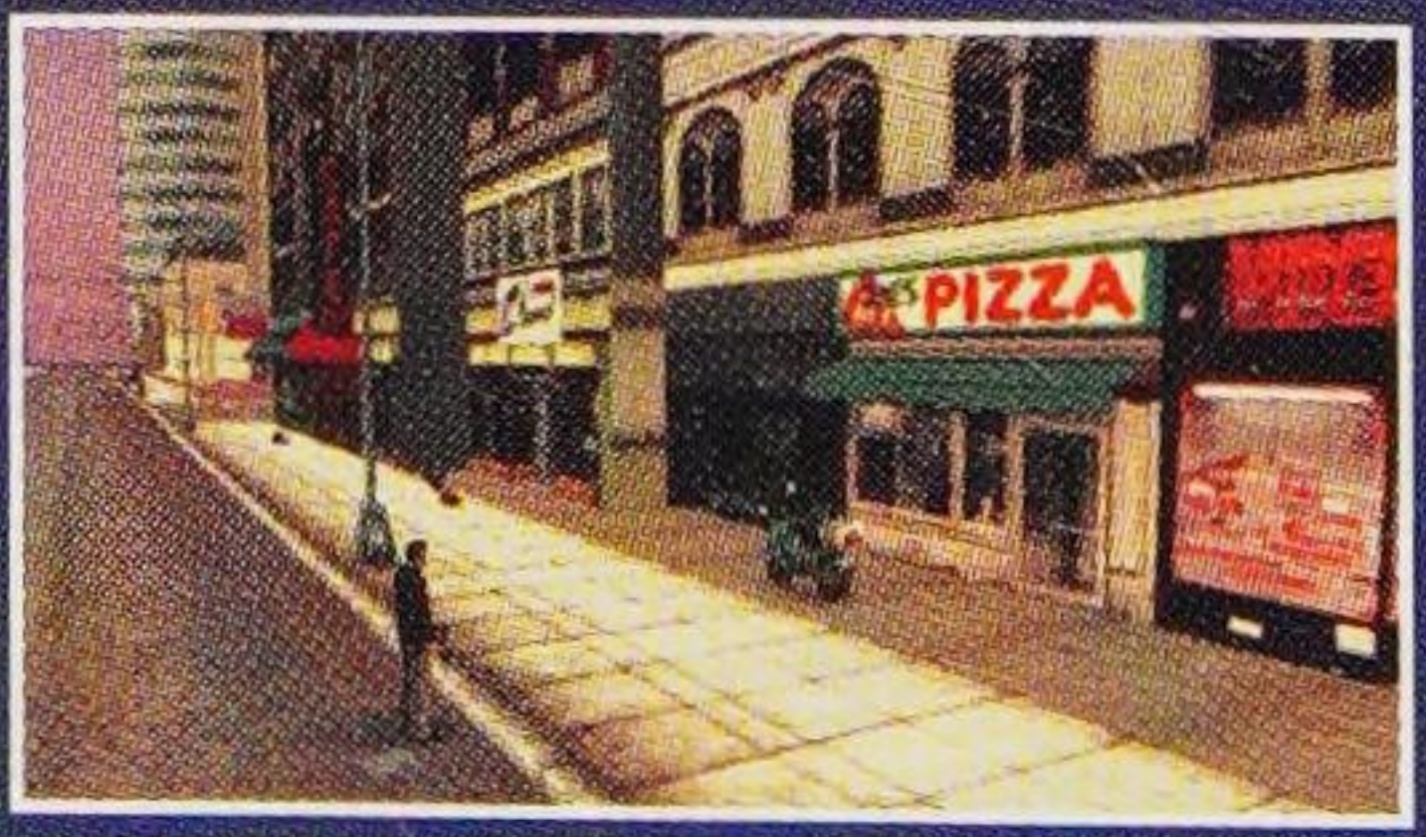
LOCATION: The Pizza Boy scooter outside Joe's Pizza in Bedford Point. See number 26 on our Pastimes map.

RESTRICTIONS: You cannot begin this mission if you are currently involved in another mission.

REWARD: Cash for deliveries.

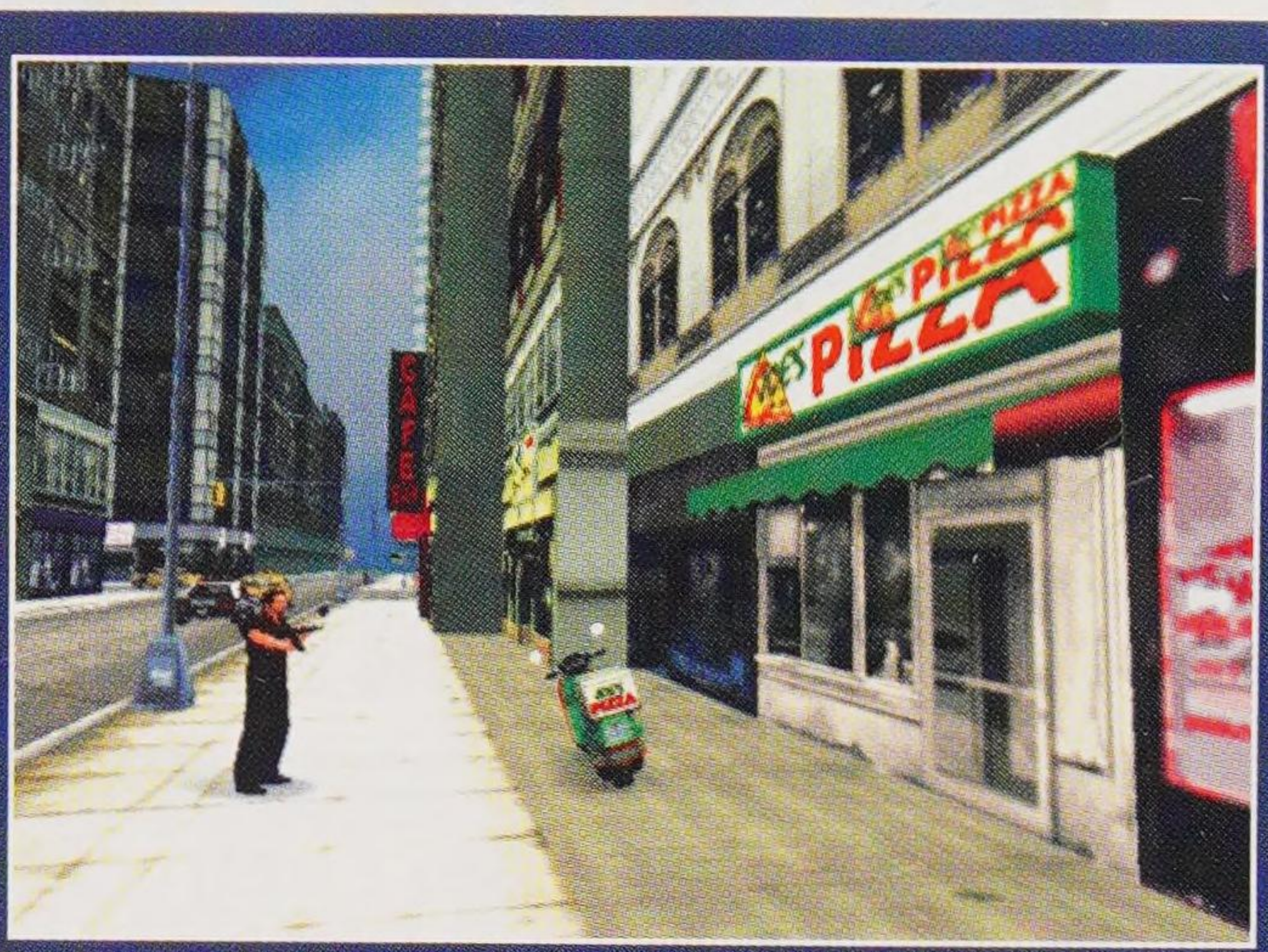
UNLOCKS: Complete all 10 levels and your maximum Health capacity is increased by 25%. Joe's Pizza also starts generating extortion money that can be collected regularly.





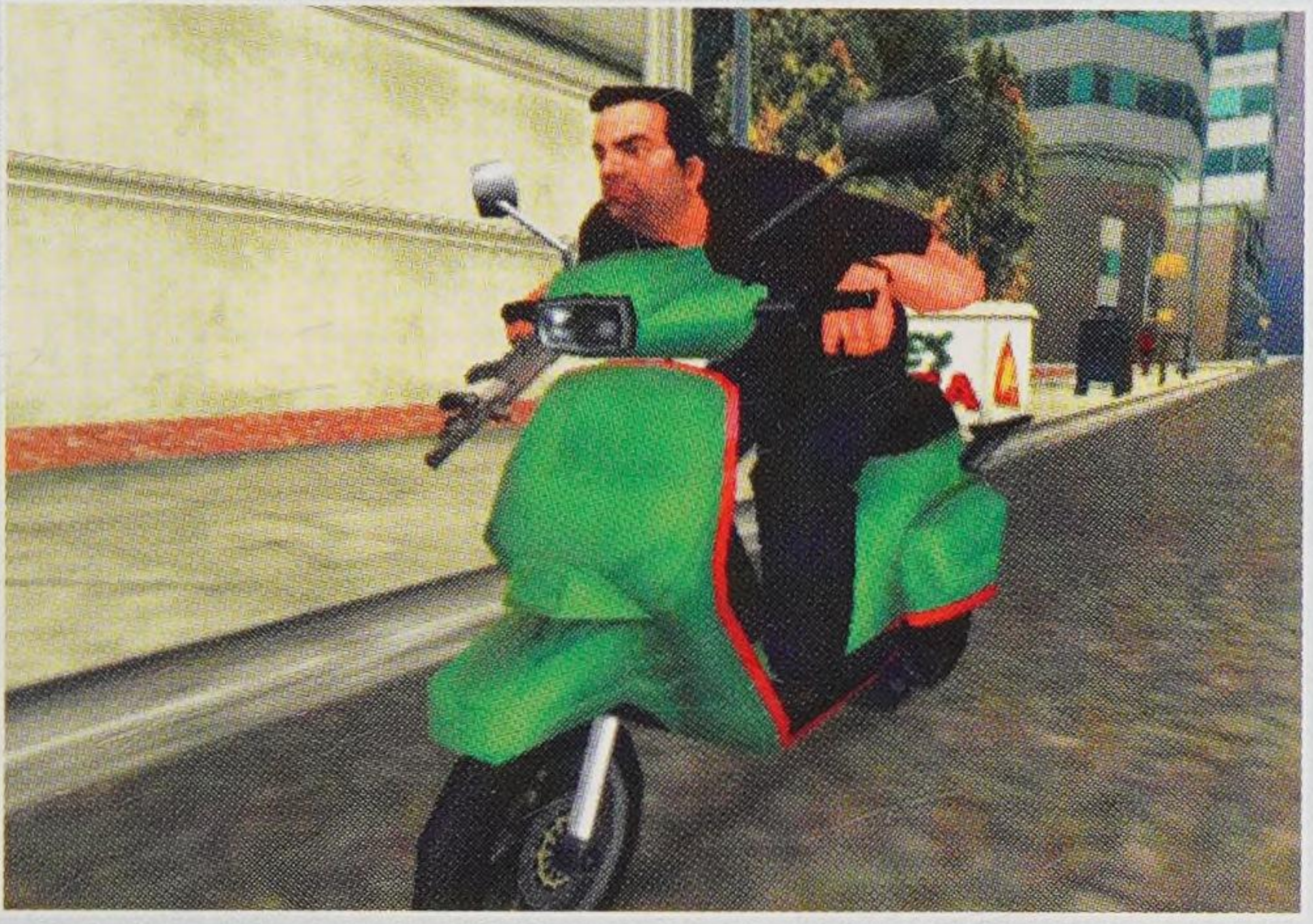
DETAILS

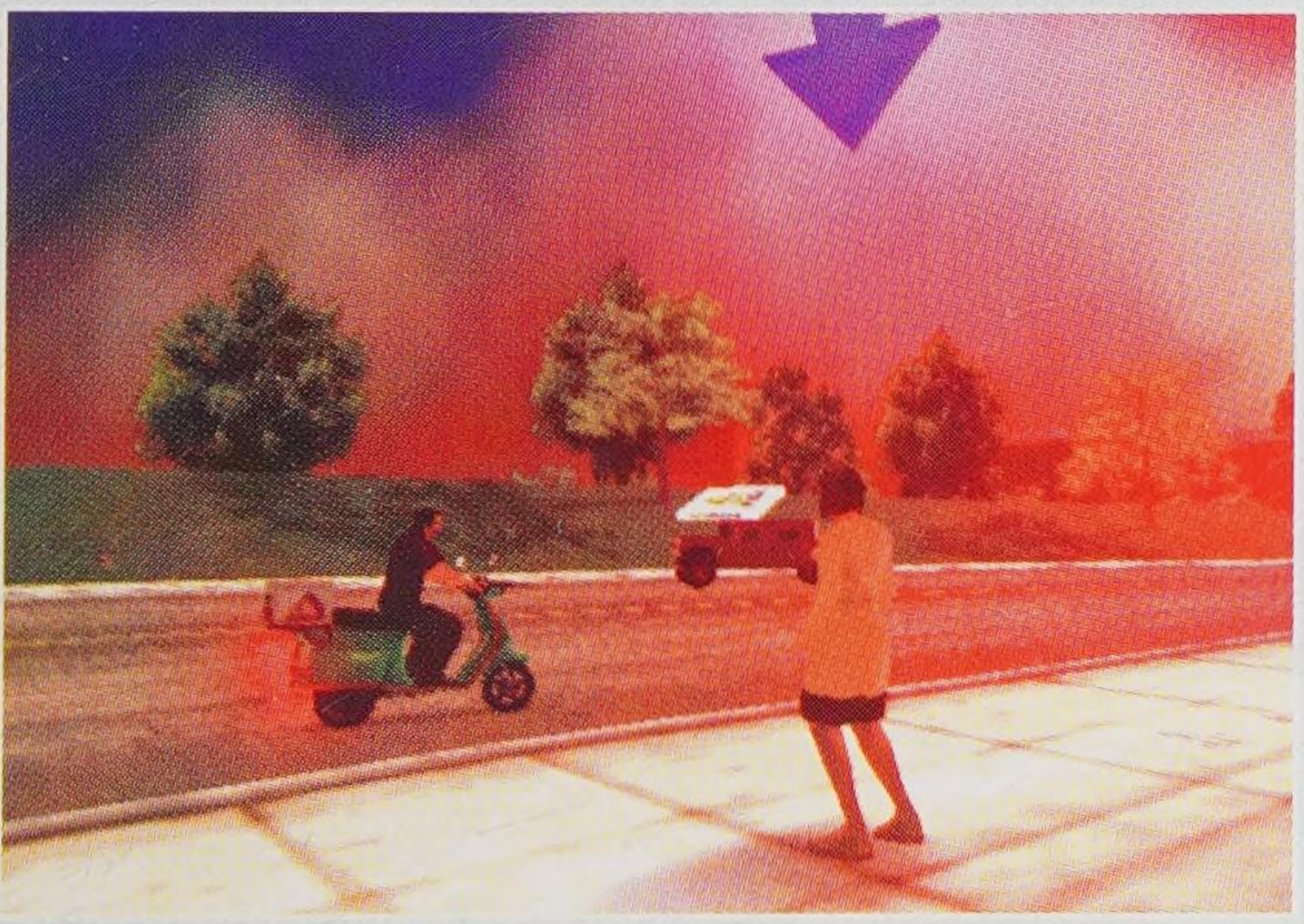
Jump on the Pizza Boy scooter parked on the sidewalk outside of Joe's Pizza in Bedford Point (across from Phil Cassidy's). You must drive to customers that appear around Staunton, then drive-by toss a pizza at them to make a delivery. There's a time limit, and more customers appear per level as you progress. Six is the maximum number of pizzas you can carry at one time. If you run out, you must return to Joe's for more.



TIPS

- Customers appear as blue blips on the map. As soon as you receive your orders, enter the Pause menu and locate the customer on your map. The radar is extremely helpful, but it can be deceiving at times if your destination is distant. You could end up taking a much longer route if you simply try to follow the blip on your radar.





- It's a good idea to stop and throw the pizza directly to the customer until you are familiar with how soon to throw a pizza in contrast to your speed. Once you've fulfilled all your customer deliveries, a yellow blip guides you back to Joe's Pizza Restaurant. When you return to Joe's, the level is complete and you pick up more orders (the next level).

- You are always given six minutes to complete your deliveries; no matter which level you're on. After level six, you have to make a stop at Joe's for more pizza during the level, as you will have more than six deliveries to make and you can only hold six pizzas at a time. It becomes increasingly important to avoid wasting pizzas with bad throws.

- Also, plot your delivery route to groups of customers that can be easily divided by a trip back to Joe's for more pizzas. It's all in the planning. Now go get 'em! Not many people like cold pizza.

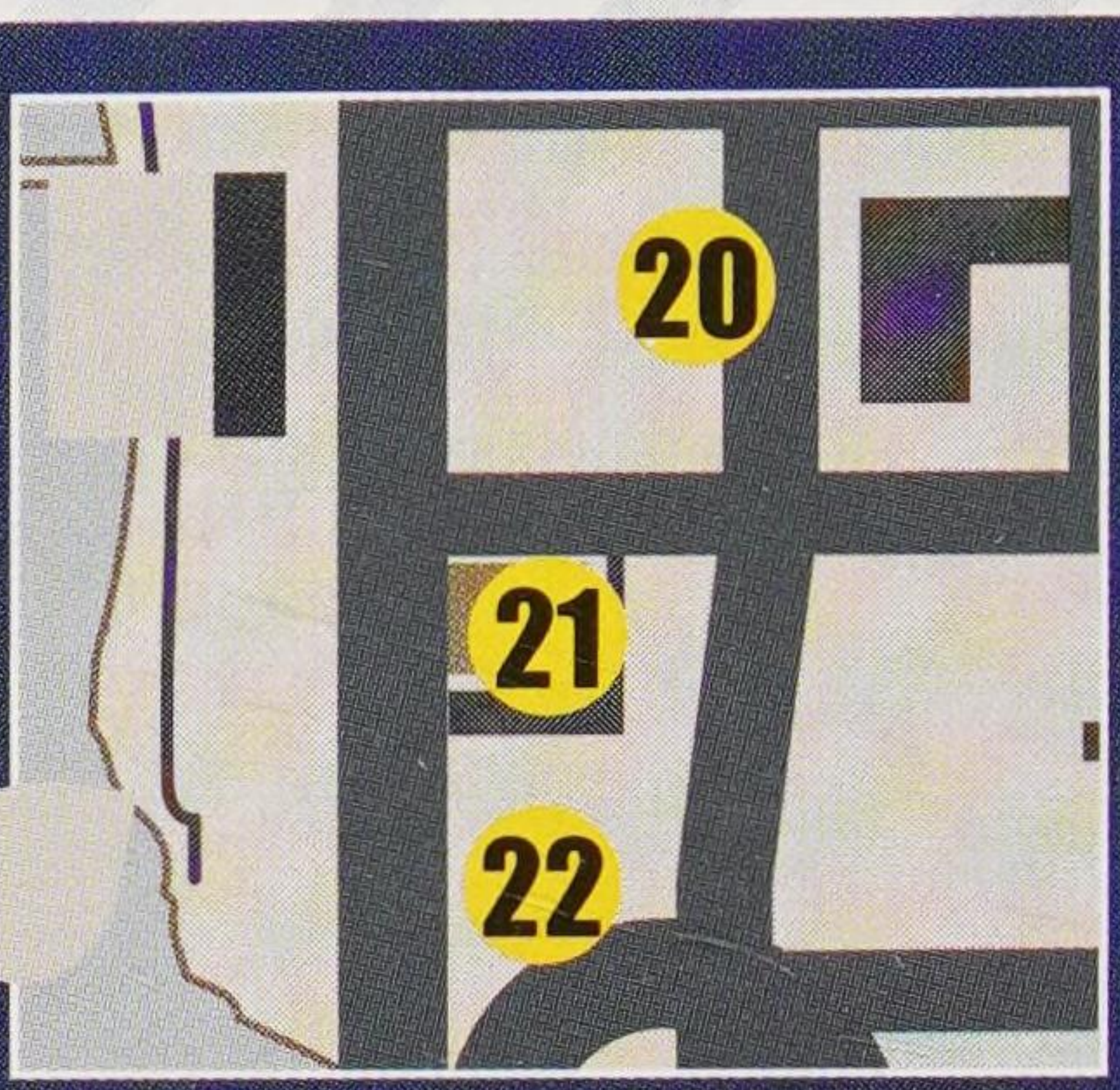
KARMAGEDDON

AVAILABILITY: After completing the Confessional mission of the same name.

LOCATION: One of the two Firetrucks at the Staunton Island fire station in Belleville Park. See number 21 on our Pastimes map.

REWARD: Cash. Bonuses for filling the Rating meter before time is up.

UNLOCKS: Completion of this level goes toward 100% completion of the game.



DETAILS

Rack up points within a time limit by killing pedestrians, ramming and flipping cars, dismounting bikers, etc. You must fill the Rating meter completely in four game hours. Bonuses are given for multi-vehicle crashes, spinning, flipping, and destroying cars. These bonuses raise the Rating meter more quickly than general mayhem.

TIPS

- This is the same game you played in the third Confessional mission, Karmageddon, except you do not need to blow the Firetruck up at the end of this challenge. Simply speed up and down the coastal road in front of the fire station and run into and over as many people, bikes, and vehicles as possible. The faster you drive, the easier it is to fulfill the mayhem criteria. If you fill the meter early, you are awarded bonus money.

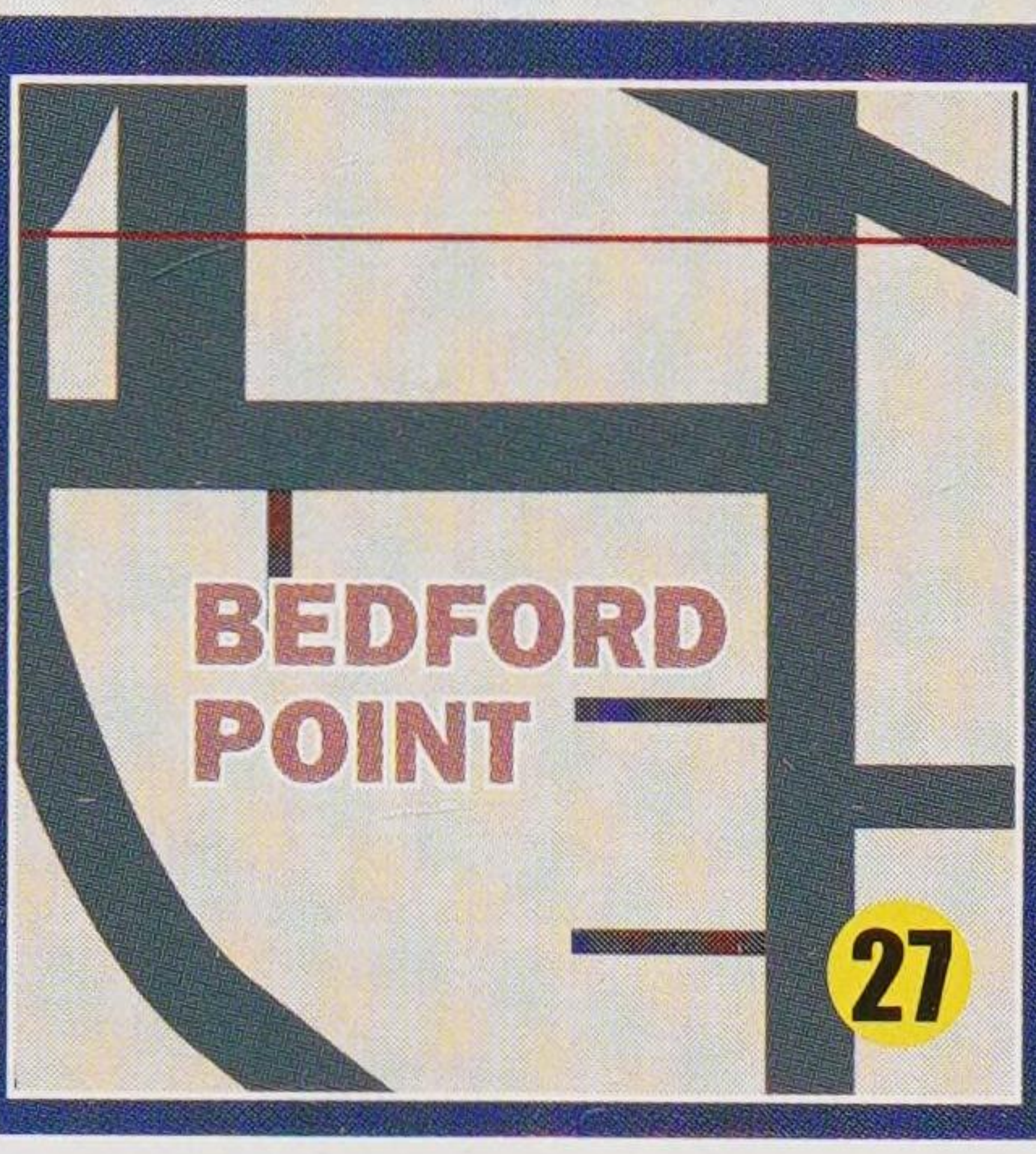
LOVE MEDIA'S "CAR-AZY CAR GIVEAWAY"

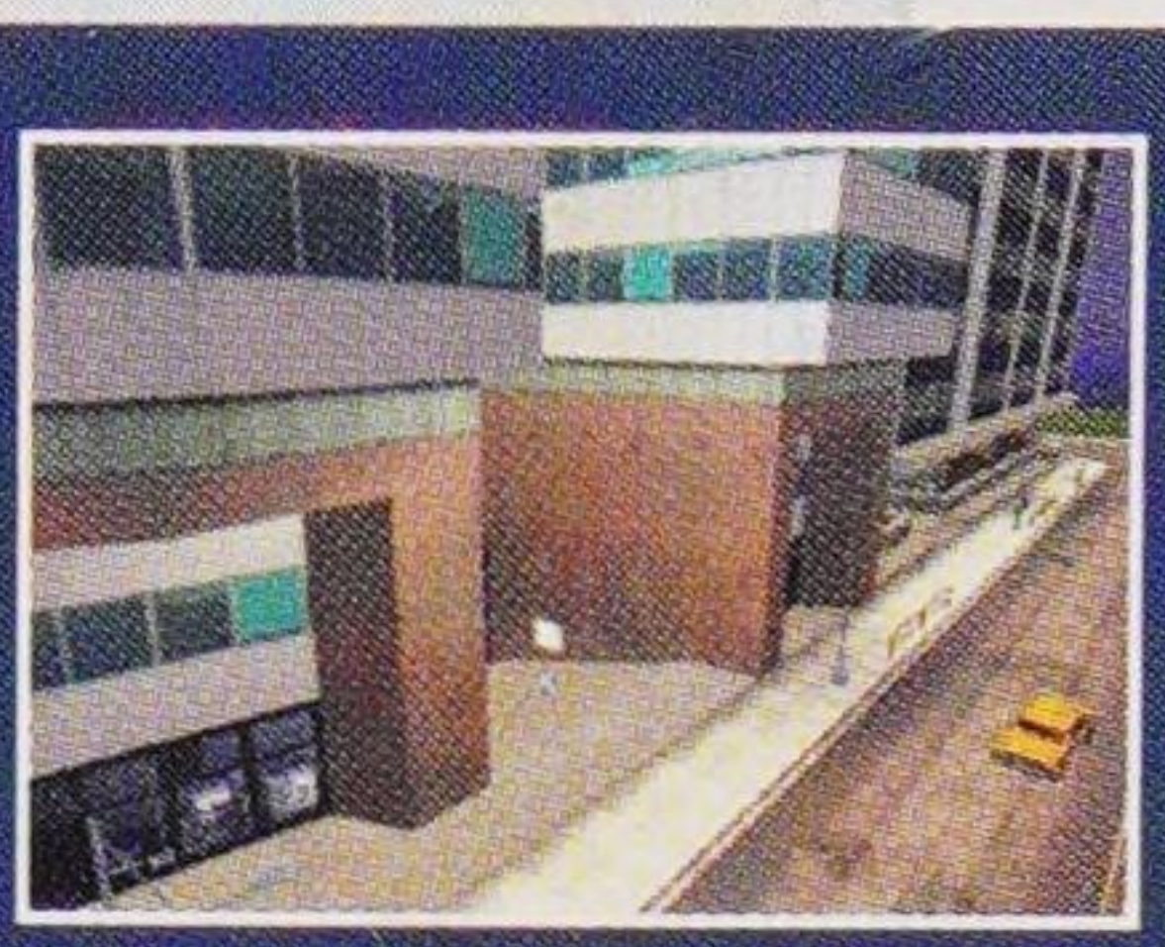
AVAILABILITY: As soon as you have gained access to Staunton Island.

LOCATION: In the Love Media garage at the bottom of a short, steep driveway on a busy street in Bedford Point, Staunton Island. See number 27 on our Pastimes map.

REWARD: Each vehicle delivered from the request list awards you with a sum of money equal to the vehicle's worth (or what it's worth to Love Media).

UNLOCKS: Collecting all 16 vehicles from the list creates a V8 Ghost and a PCJ-600 at your Staunton Island safe house.



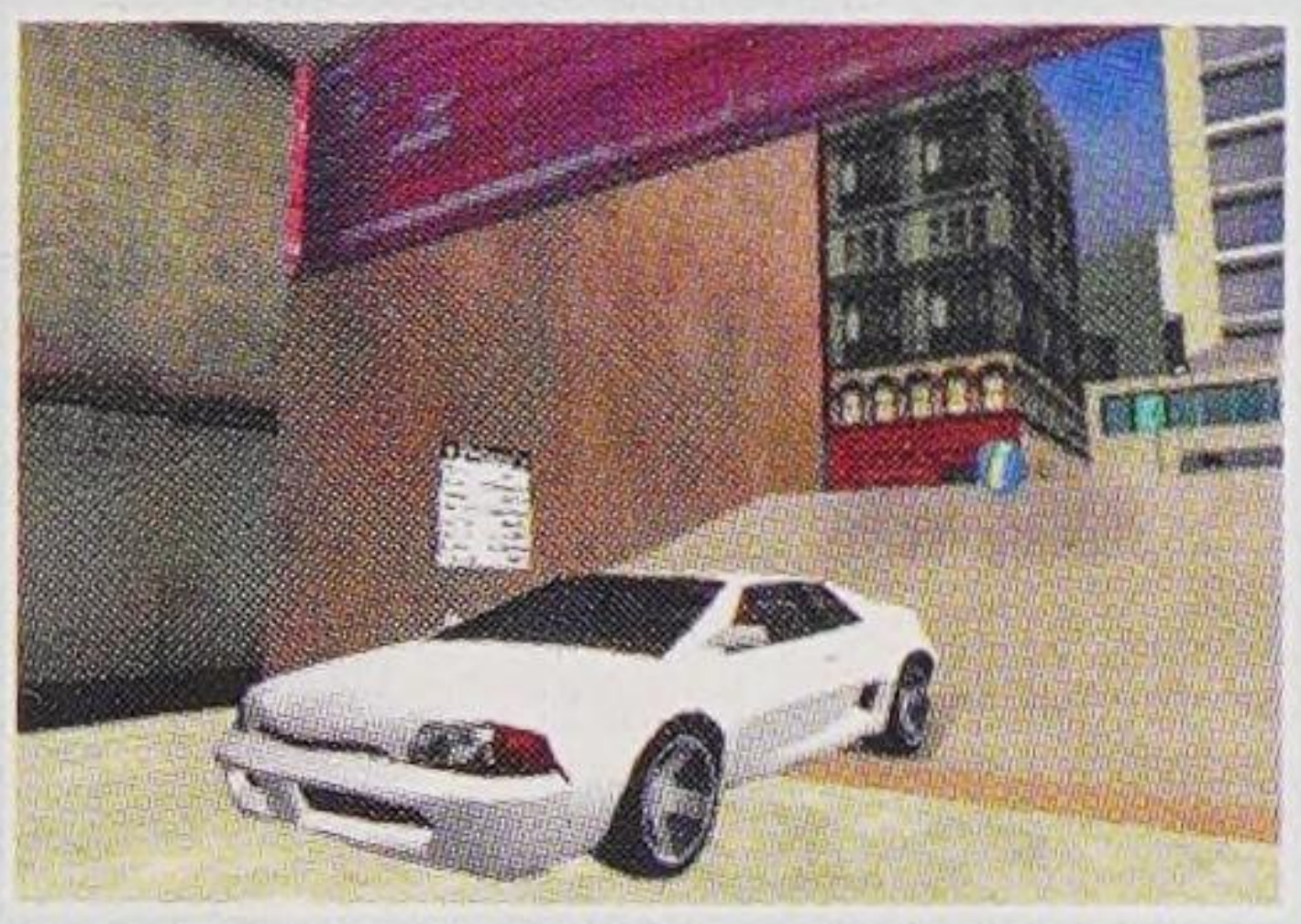


DETAILS

Deliver the 16 cars that appear on the list to the right of the Love Media garage door. When you pull up to the garage in one of these vehicles, the garage door opens. Pull in, get out of the vehicle, and step out of the garage. The garage door closes, you're given your money, and that vehicle is crossed off the list. How can it possibly be called "*Grand Theft Auto*" if you weren't stealing cars for money? The following vehicles need to be delivered:

VEHICLE LOCATION	VEHICLE	REWARD
1	Hearse	$500
2	Faggio	$500
3	Freeway	$2000
4	Phobos VT	$5000
5	Infernus	$5000
6	Sentinel	$4000
7	PCJ-600	$3000
8	Deimos SP	$5000
9	Manana	$1000
10	Hellenbach GT	$3000
11	V8 Ghost	$5000
12	Thunder-Rodd	$4000
13	Banshee	$4000
14	Landstalker	$3000
15	BF Injection	$3000
16	Patriot	$4000

TIPS



- A text message appears when you pull into the information icon at the garage in a vehicle that's on Love Media's vehicle wish list. Many of them can be found easily by just roaming around the block by Love Media's garage. You can easily find a Manana, Freeway, Banshee, Landstalker, PCJ-600, Patriot, and a V8 Ghost around this area of Bedford Point. A Hellenbach GT is spawned inside the car showroom in Portland after completing four levels of Car Salesman. Or you can find one in the driveway next to your Shoreside Vale safe house. A Thunder-Rodd can be found in the policeman's Ball (GTA III) after completing Ma' Cipriani's job, Grease Sucho. An Infernus is easy to find just driving around in Cedar Grove, Shoreside Vale.

- Once you collect all the vehicles on the list, you get a huge money reward. A PCJ-600 and a V8 Ghost are also created in your Newport safe house garage.

SHORESIDE VALE

SHORESIDE VALE has it all: an airport, tunnels, bridges, ferries, a hospital, a police station, a large river, mountains, a large dam, a high class residential area in the hills... and Toni's spacious safe house. Our protagonist is hitting the big time. He's got a nice home with a pool and a detached two-car garage. This lovely abode is located in the ritzy Cedar Grove neighborhood. Hidden Package reward items line the front porch. The home's changing room is on the second floor and Health power-up can be found in the first floor den, one room away from the save disc in the living room.

SALVATORE LEONE

FBI agents arrest Salvatore after a citywide manhunt. They believe him to be the head of a crime syndicate that spans several states. He's been accused of having connections to every recent major crime in Liberty City. He's currently held in a Shoreside Vale, Pike Creek police cell.

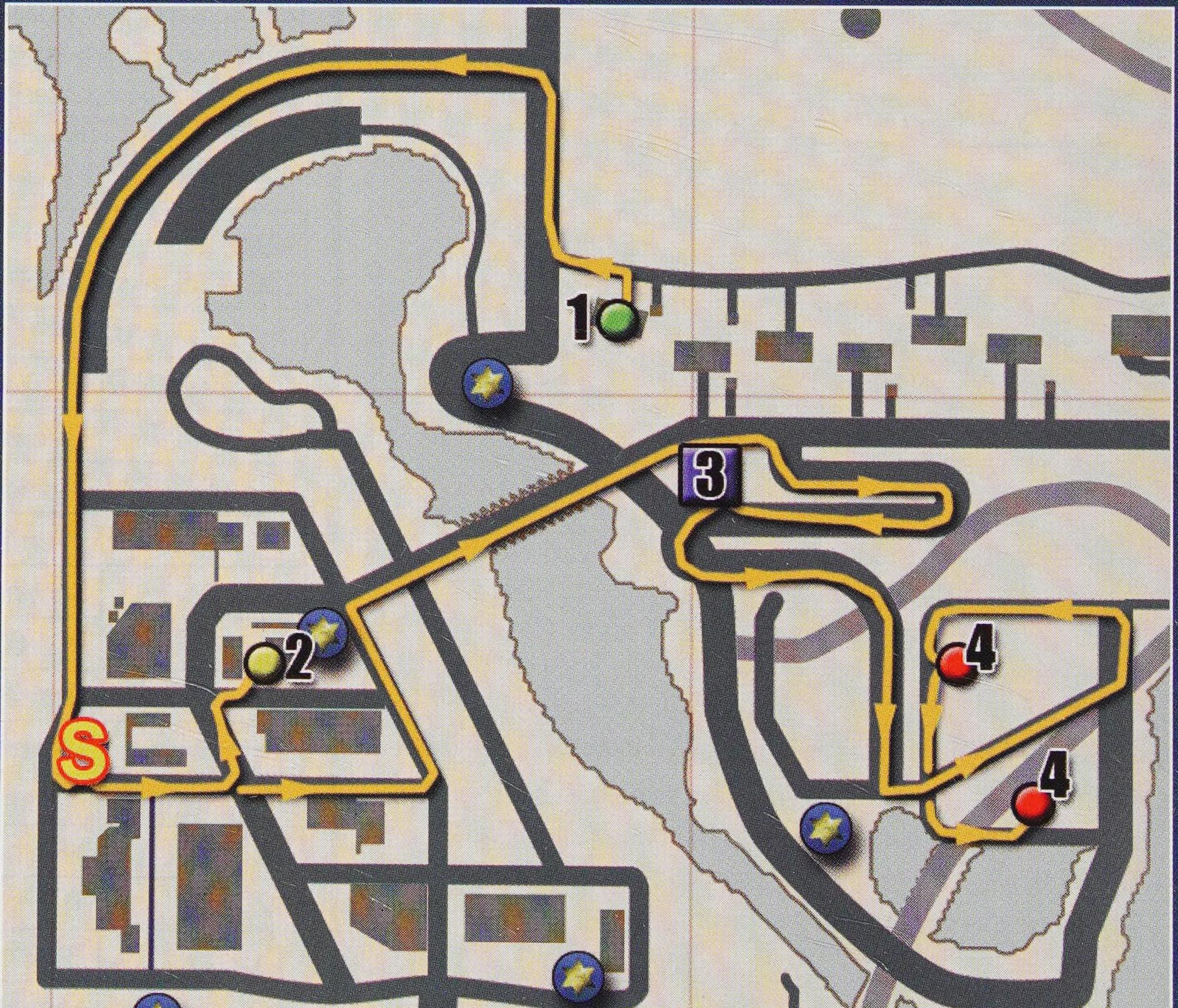
ROUGH JUSTICE

REWARD: $2,500

UNLOCKS: Salvatore's mission, Dead Reckoning

OTHER UNLOCKABLES: Lawyer's outfit

TONI poses as Salvatore's lawyer to secure a one-on-one meeting. Salvatore suspects that the Forellis or the Sindaccos ratted him out, which led to his incarceration. He wants Toni to hit both families hard. Salvatore suggests using the local gang, The Hoods, to help shake things up.

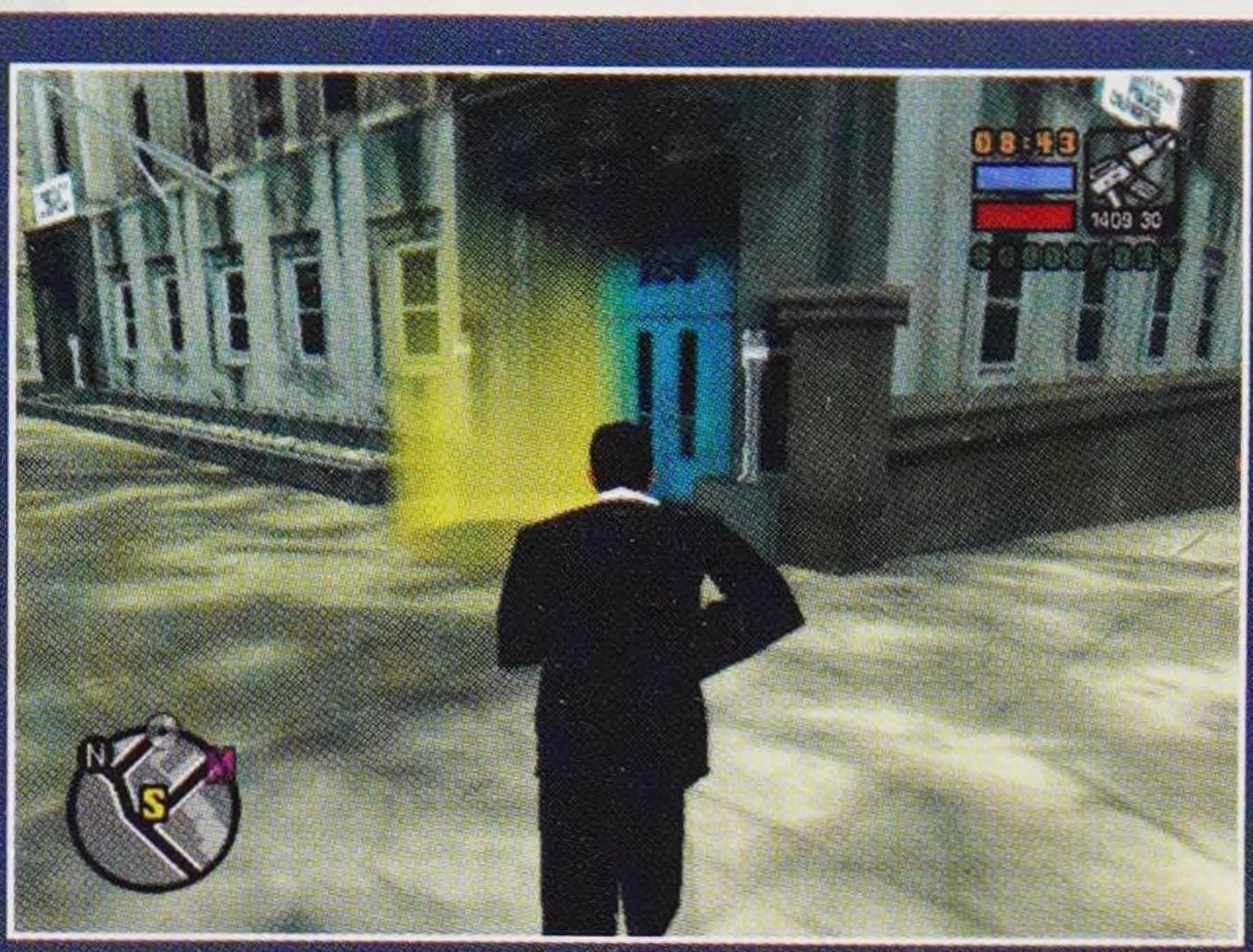


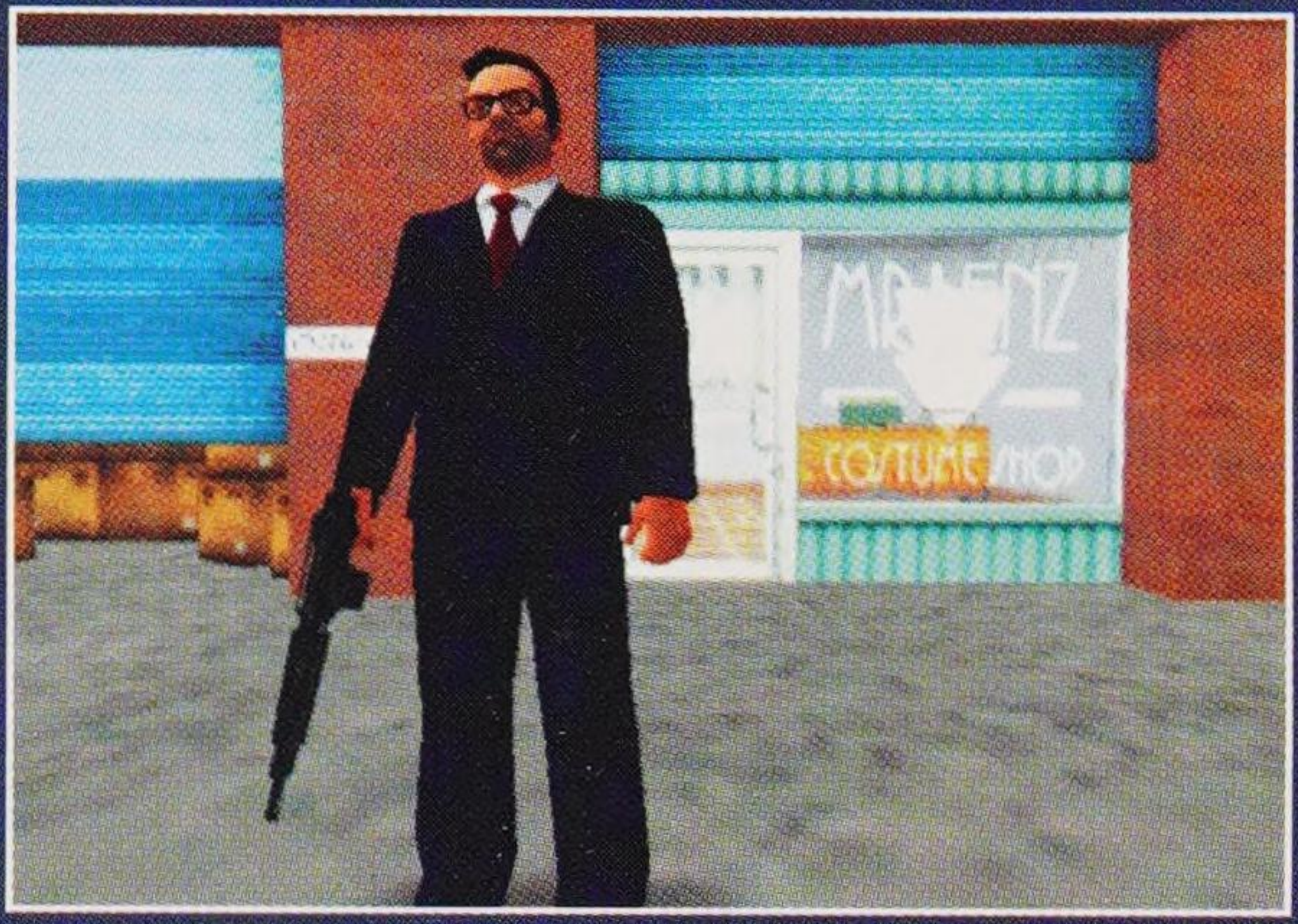
SHORESIDE VALE

GET A LAWYER'S OUTFIT AND MEET WITH SALVATORE.

From your safe house in Cedar Grove **(1)**, head north then west across the Cochrane Dam. Continue south into town to the Pike Creek police station **(S)**. This is where you'll contact Salvatore for all his Shoreside Vale missions.

You are initially refused entry when you step into the yellow marker at the police department, but you must enter this marker for the next objective to happen. You need a Lawyer's outfit from Mr. Benz clothing store before you can enter. Follow the Shirt blip on the radar to the store **(2)**, which is in the same lot as the Pay 'n' Spray and 8-Ball's bomb shop. Walk into the yellow marker and Toni comes out looking very esquire in his nice suit and black-rimmed glasses. Return to the police station, enter the yellow marker, and meet with Salvatore.

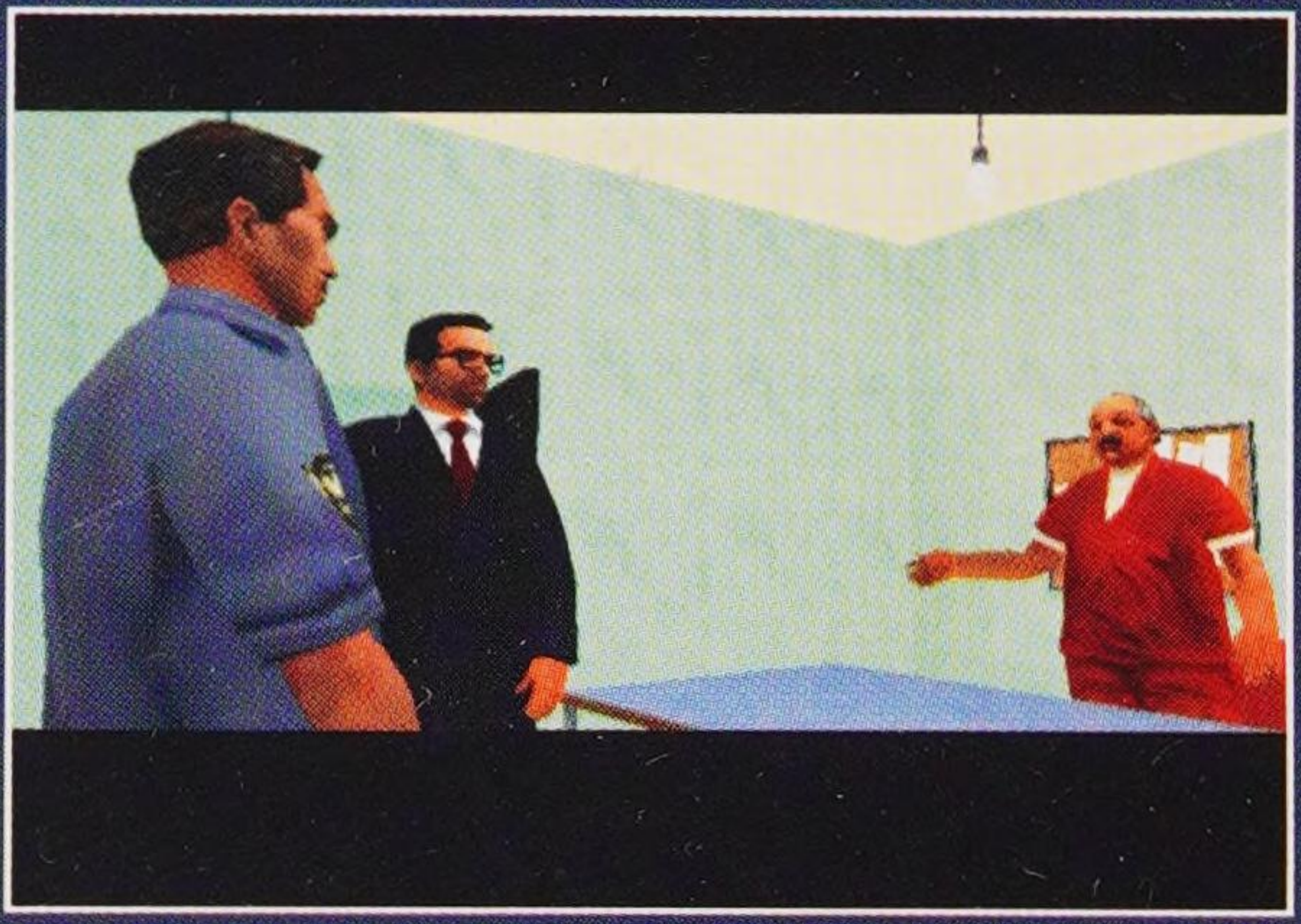


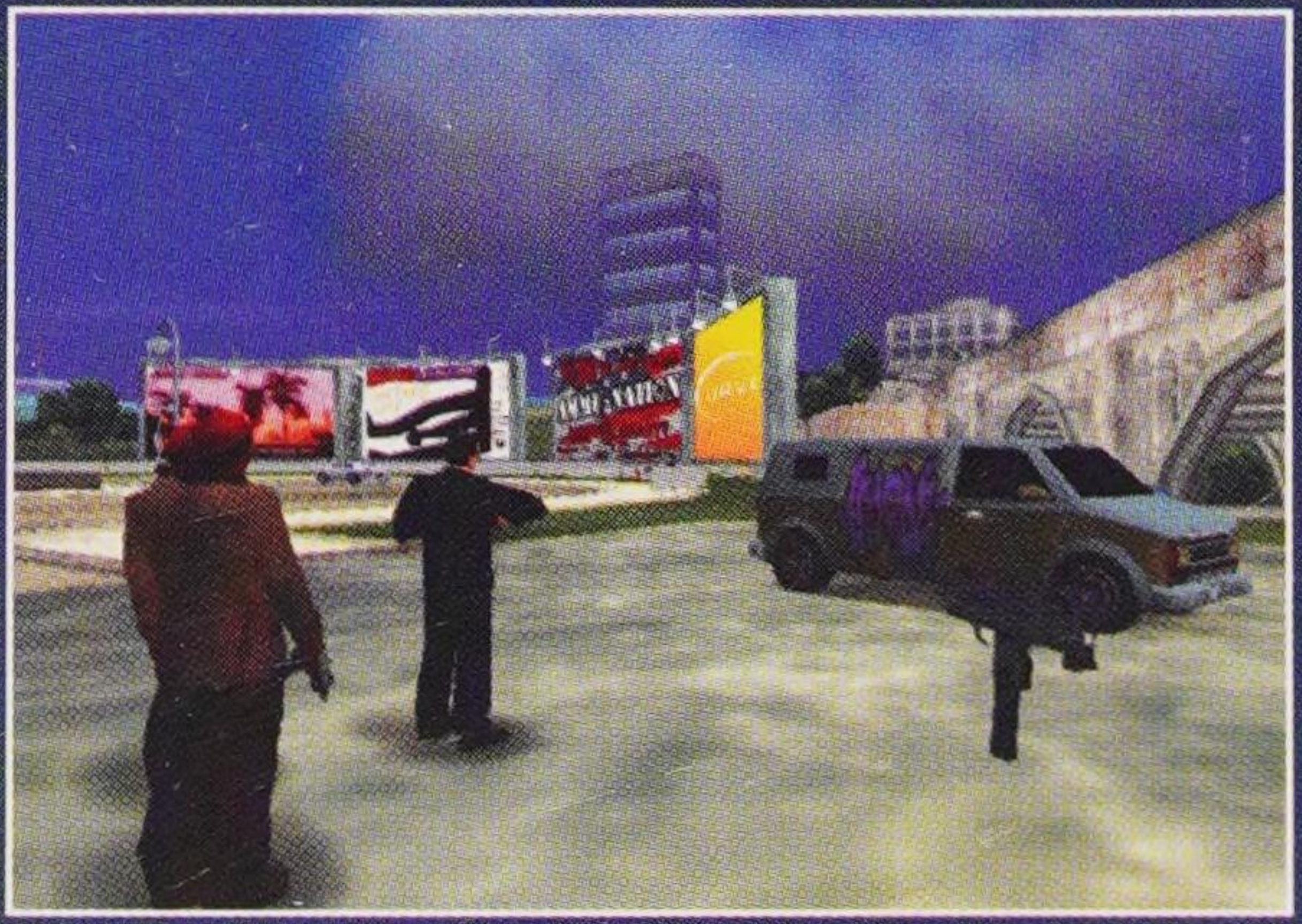


PICK UP THE HOODS, THEN GET THE FORELLIS' ATTENTION.

Red and blue blips appear on the radar and map after exiting the police station. The blue blips represent the Hoods you need to pick up and the red ones are the Forellis you must attack. There's usually an unlocked squad car in the police station parking lot if you need a durable and swift vehicle. Or, you can almost always find a V8 Ghost in the nook near the front doors of the Hospital just across the street. Follow the blue blip **(3)** to the roadside pit stop in Cedar Grove.

There's a submachine gun, Armor, a Hoods Van, and three Hoods gang members on the side of the road. Stop to pick up the Hoods and whatever else you desire from the aforementioned items, then continue down the winding road to reach Wichita Gardens—Shoreside Vale's projects. Follow either of the red blips to a parked Forelli car **(4)**.





EXACT REVENGE ON THE FORELLIS.

Bump into one of the two Forelli cars to get the Forelli owner enraged. Exit the vehicle and help your comrades take out the encroaching Forellis, who appear as red blips on the radar. Use an AK-47 or M4 to quickly gun them down. About 15 Forellis eventually attack in this battle, but usually no more than four or five appear at a time. They come from every direction, so keep your eyes on the red radar blips.

You'll do just fine if you're well-armed and armored. You must also kick up your aggression level a notch—the Hoods are not efficient killers. Once the first war is won, jump back into a vehicle and take your gang to the second Forelli car to repeat the process. The mission is complete when all attacking Forellis (all red blips) are erased from Wichita Gardens.

THE LAWYER'S OUTFIT

The Lawyer's outfit becomes available at all safe houses after completing *Rough Justice*.

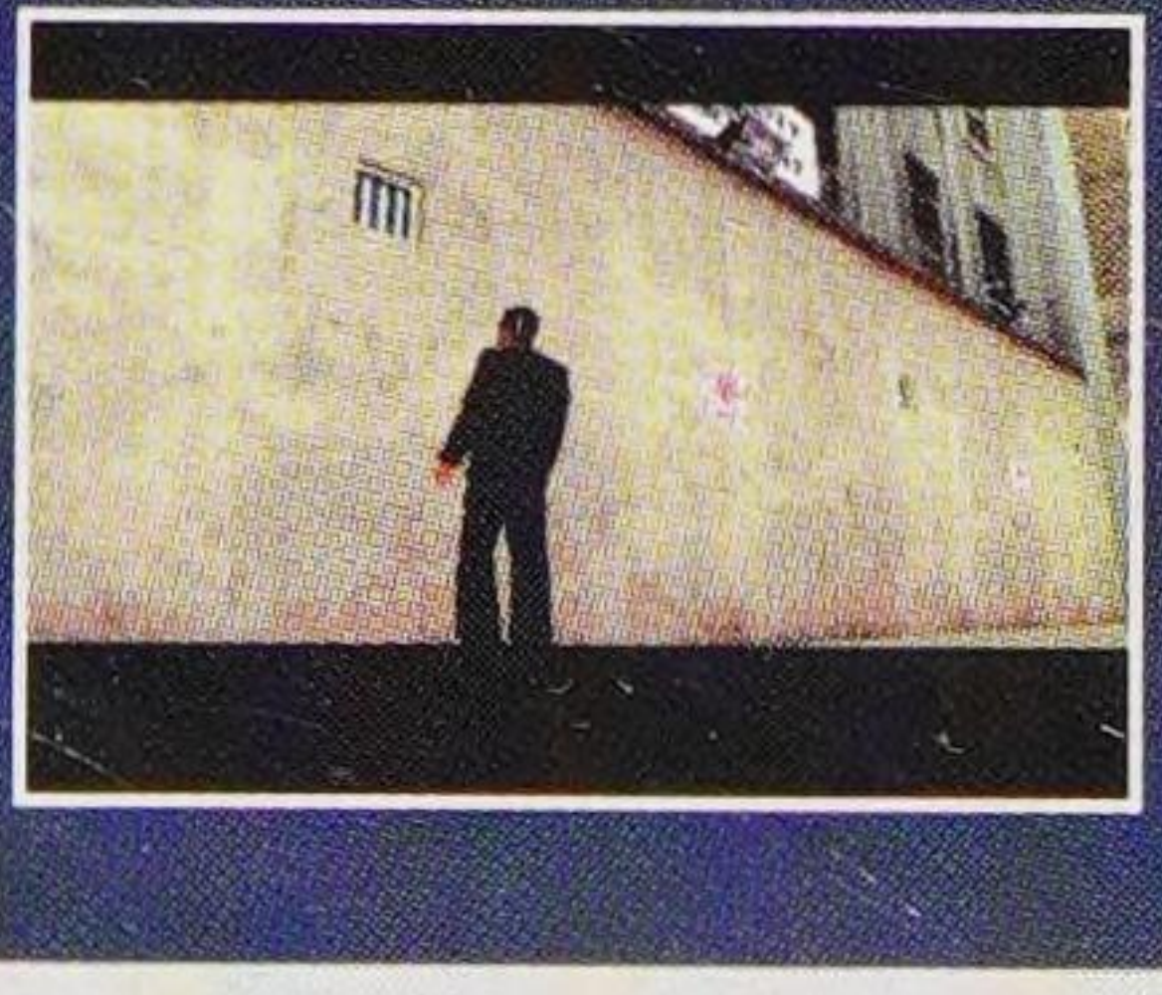
DEAD RECKONING

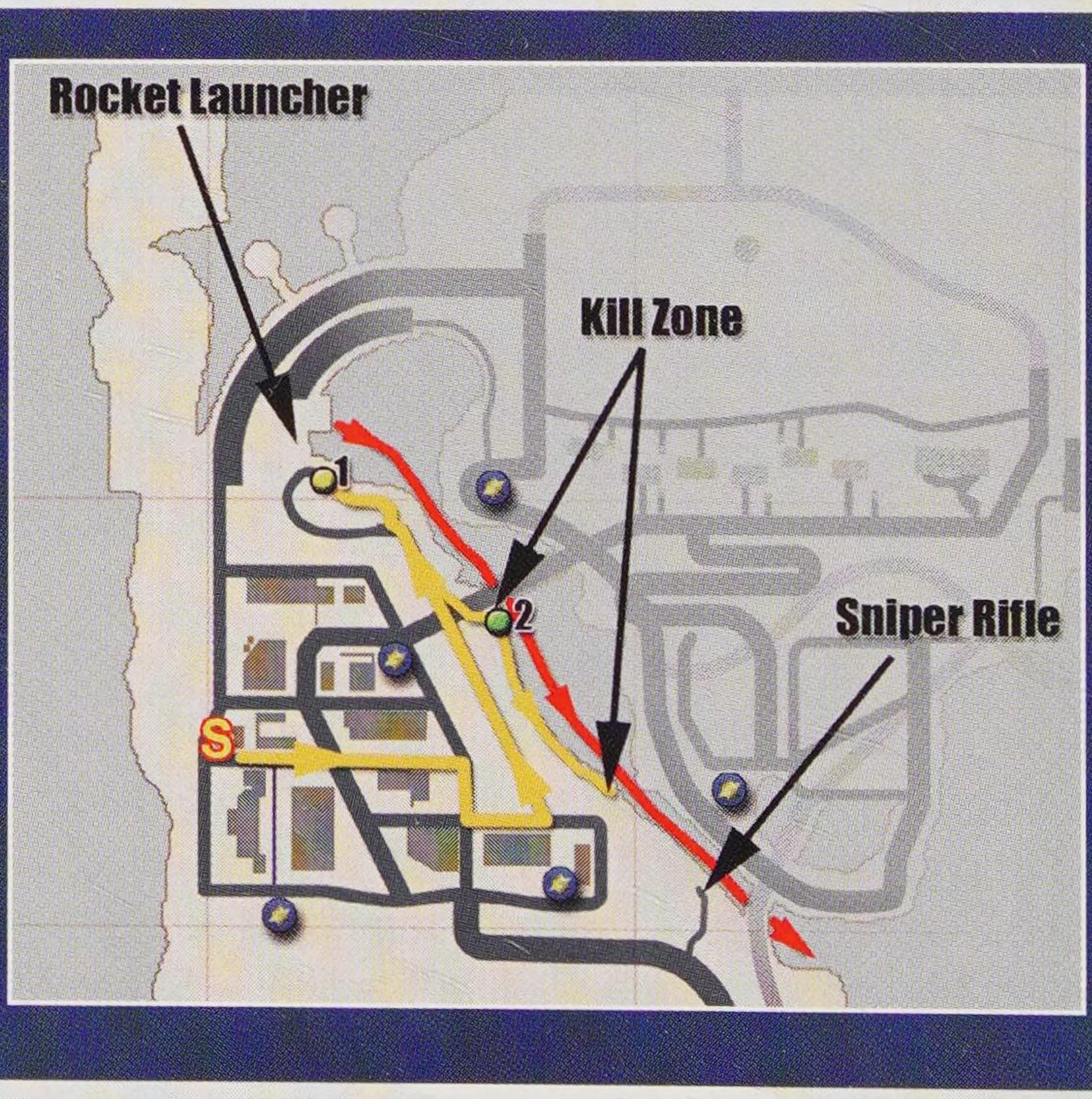
REWARD: $3,000

UNLOCKS: Shogun Showdown

OTHER UNLOCKABLES: Sindacco Casino becomes Yakuza owned. Donald calls Toni for help, introducing Love's Shoreside Vale mission strand with Panlantic Land Grab.

TONI now meets with Sal by talking through a small barred window from the exterior of the police station. Sal wants you to make Paulie Sindacco pay for his involvement in his arrest.





DRESS DOWN

You no longer need to wear the lawyer's suit to speak with Salvatore.

INTERCEPT PAULIE SINDACCO AT THE COCHRANE DAM POWER STATION.

Getting to the power station at the Cochrane Dam can be a little confusing if you've never been to Shoreside Vale, or if it's been… say, a few years since you have. Follow the route from Salvatore's cell **(S)** to the yellow marker at Cochrane Dam **(1)** using the route illustrated on our mission map.

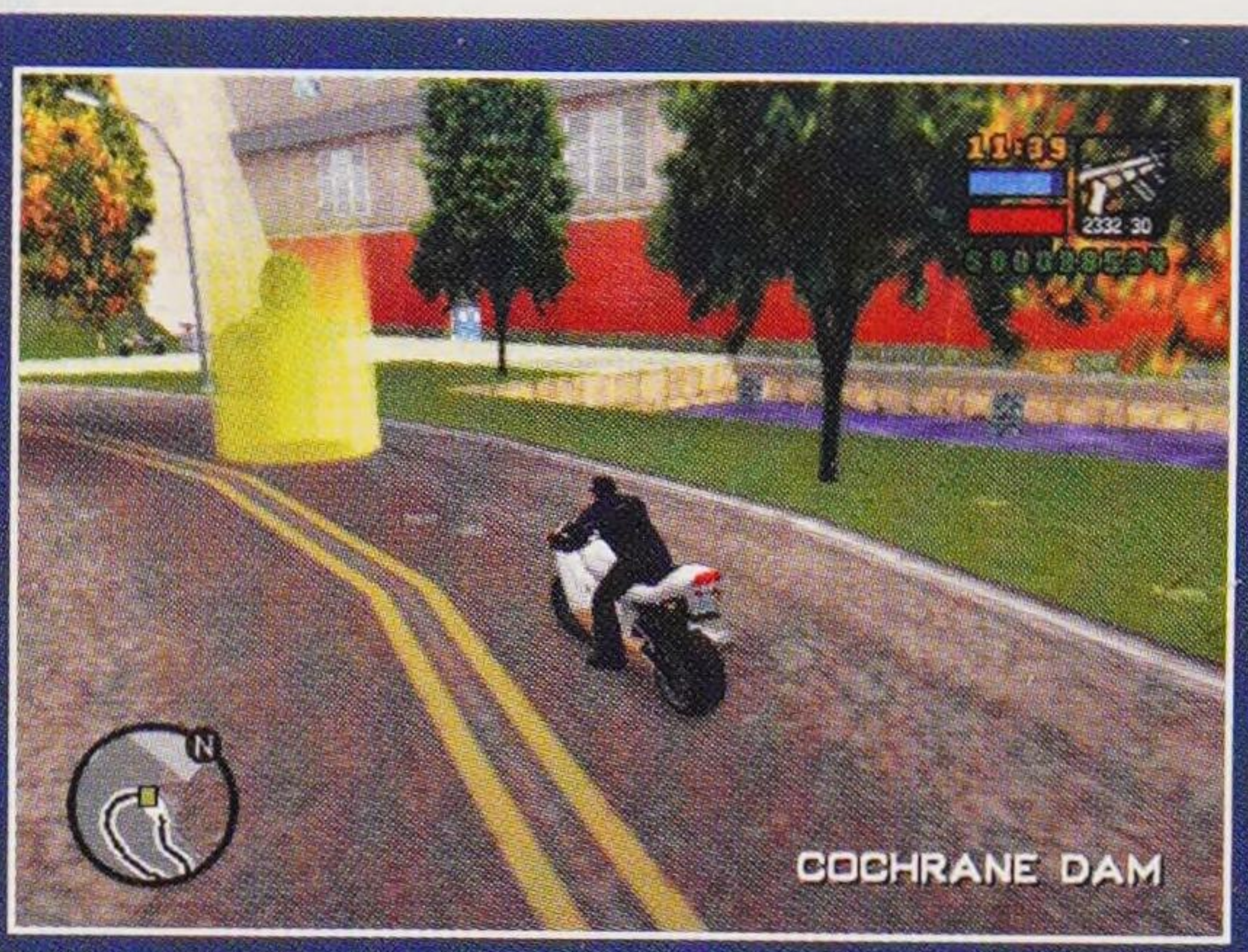
DON'T LET PAULIE SINDACCO GET AWAY.

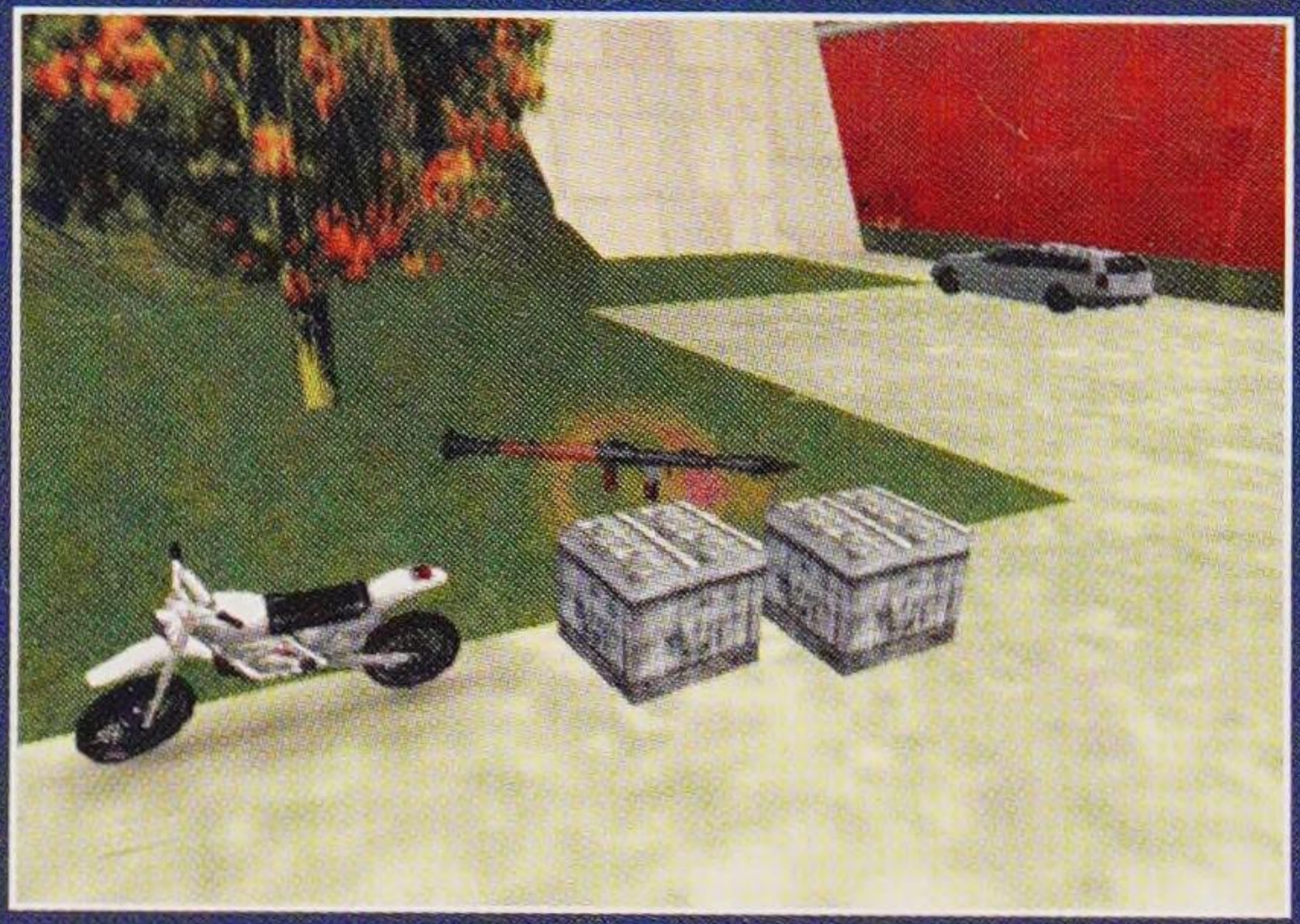
Once in the yellow maker, Paulie sics his men on you while he attempts an escape via speedboat. Quickly exit your vehicle and gun down the two guards rushing you from the northwest. Run toward the Sanchez and the "mission specific" rocket launcher behind the crates to the north.

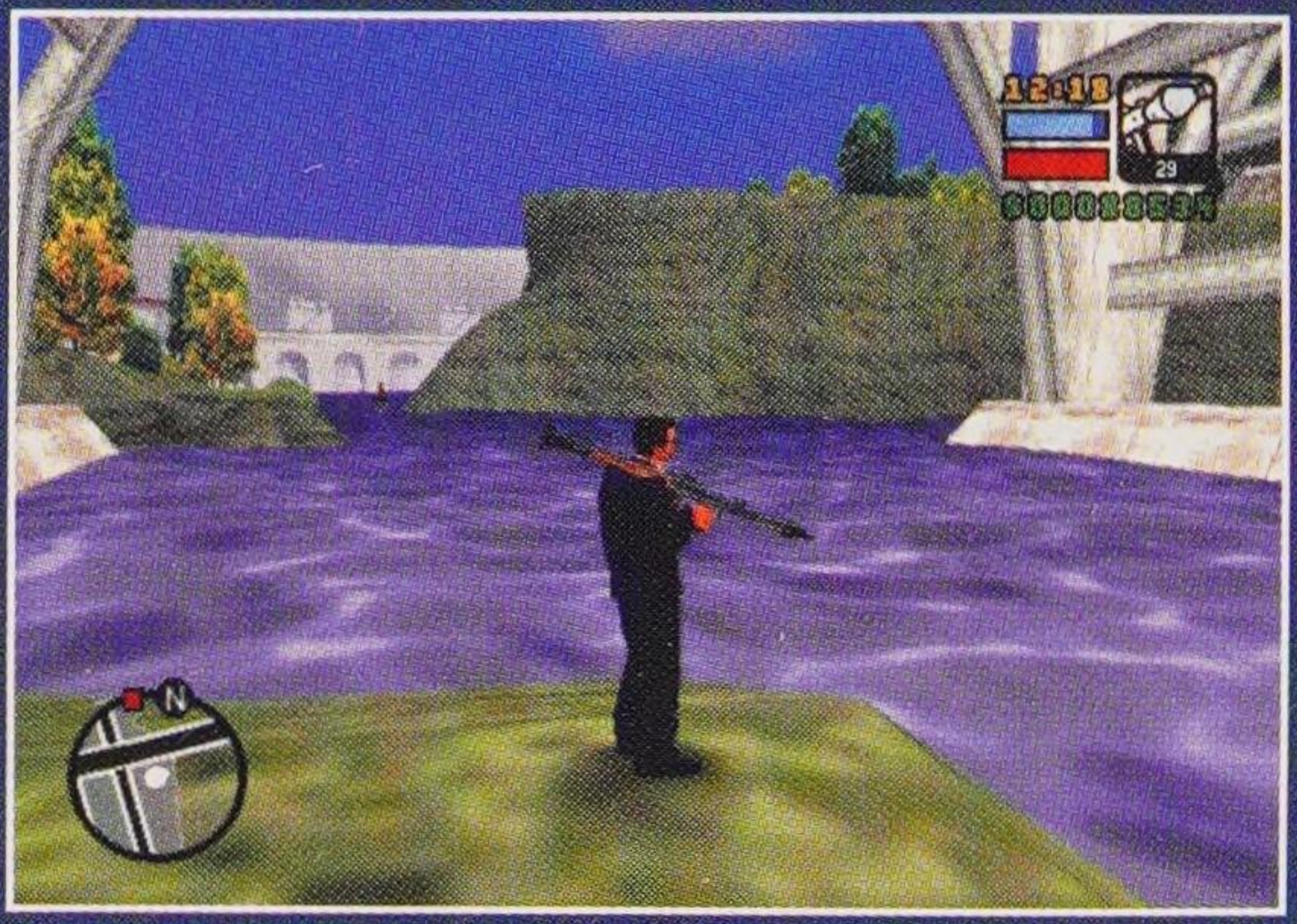
Grab the rocket launcher and jump on the Sanchez. Burn rubber back along the coastal road while heading south and keeping an eye on the red radar blip (Paulie racing down the river). You need to get a substantial lead on him so you can cut down the hillside to the shoreline and set up an ambush.

A good ambush location is just beyond the Cedar Grove bridge on the natural jetty. The boat comes close to the shore as it passes under the bridge. You need enough leeway to get off the Sanchez, steady the rocket launcher, locate him in your sights, and then blow him out of the water. From this jetty **(2)**, you can also use an M4 to auto-target the occupants on the boat and take 'em all out before they move out of range.

If you miss him, you can jump back on the Sanchez and race along the shoreline pathway to try again, but if you haven't reached him once you get to the sniper rifle under the collapsed bridge, you pretty much lose your chances of stopping him. You can try to snipe him, but it's much more difficult.







Bring a rocket launcher with you before you begin the mission if you have difficulty getting ahead of the target in time to set up and shoot. Instead of exiting your car at the dam, just leave the two guards, the Sanchez, and the rocket launcher power–up behind and take off after the boat. The mission is a success once Paulie is shot or the entire boat blows up.

LCN RADIO REPORT

After completing *Dead Reckoning*, you can listen to an LCN news spot of the hit on Paulie Sindacco, the head of the Sindacco crime family, on any vehicle's radio. The report goes on to say that this ends the war between the Sindacco and Forelli families. However, the retreating of these mobs opens the door for the Yakuza family to step in and easily take over the city.

Donald Love calls you from a payphone with his last dime. He pleads for you to forget about all the insults and now begs for your help. He wants to meet with you. A red "D" now appears on the Shoreside Vale map and radar. You can continue the Donald Love mission strand at anytime.

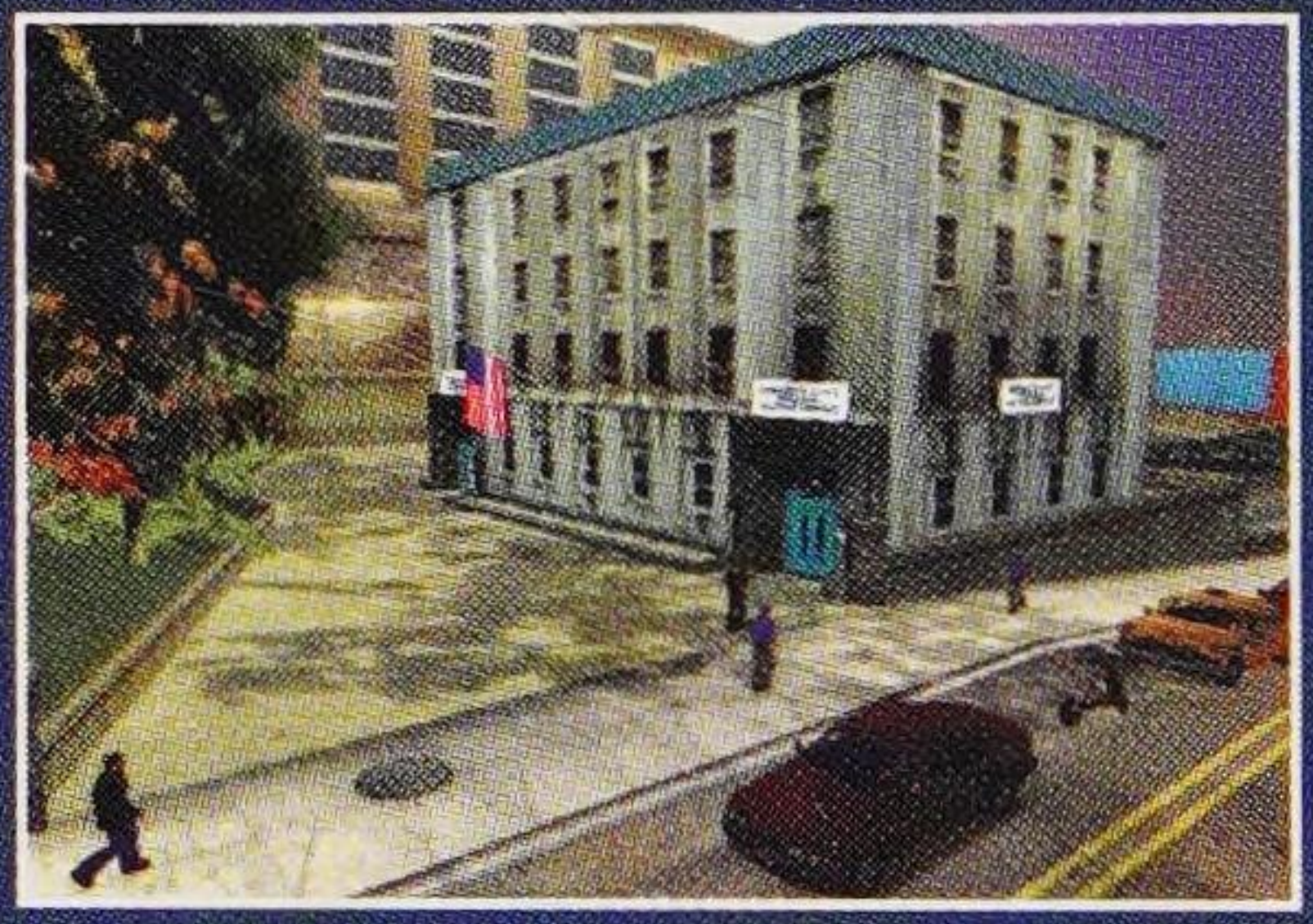
SHOGUN SHOWDOWN

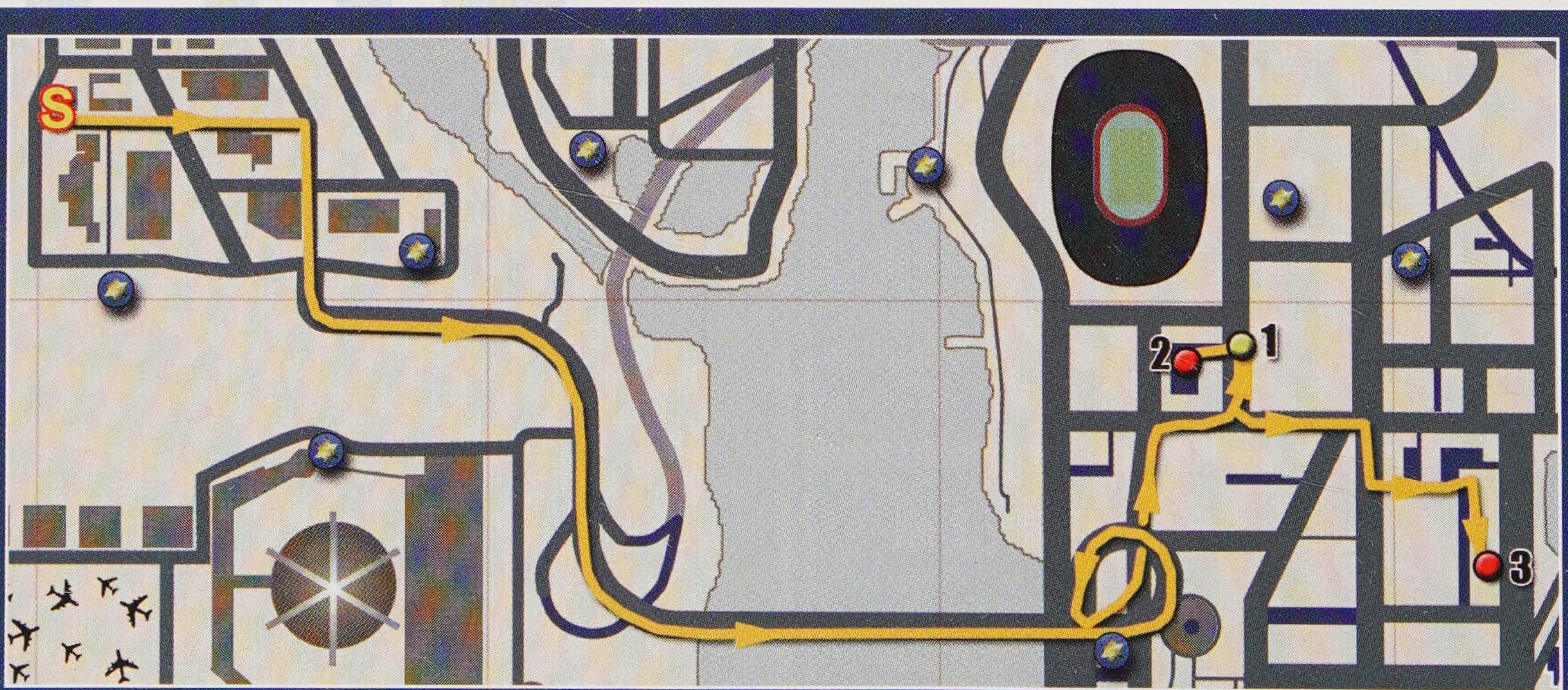
REWARD: $3,000

UNLOCKS: Toshiko Kasen's mission strand starting with More Deadly than the Male.

OTHER UNLOCKABLES: Yakuza now hate Toni. Once Shogun Showdown and Love on the Run are complete Salvatore's mission, The Shoreside Redemption is unlocked.

SALVATORE has plenty to worry about: the new mayor is trying to refuse Sal's bail option, the Leone family is stuck fighting the Diablos and Triads, and the Yakuza are going to make a play to take over the city. Sal says the Yakuza have a load of weapons in Aspatria and that nothing can stop them now.





CHECK OUT THE YAKUZA COMPOUND.

As you exit the meeting with Sal, a yellow blip appears on Staunton Island, specifically in Aspatria. The yellow blip represents the Yakuza compound that needs to be investigated. Follow the yellow route on our map to reach the compound **(1)**. Along the way, be on the lookout for the sporty, red and white Yakuza Stingers. If you see one, jack it and continue to the compound.

FIND A WAY INTO THE COMPOUND.

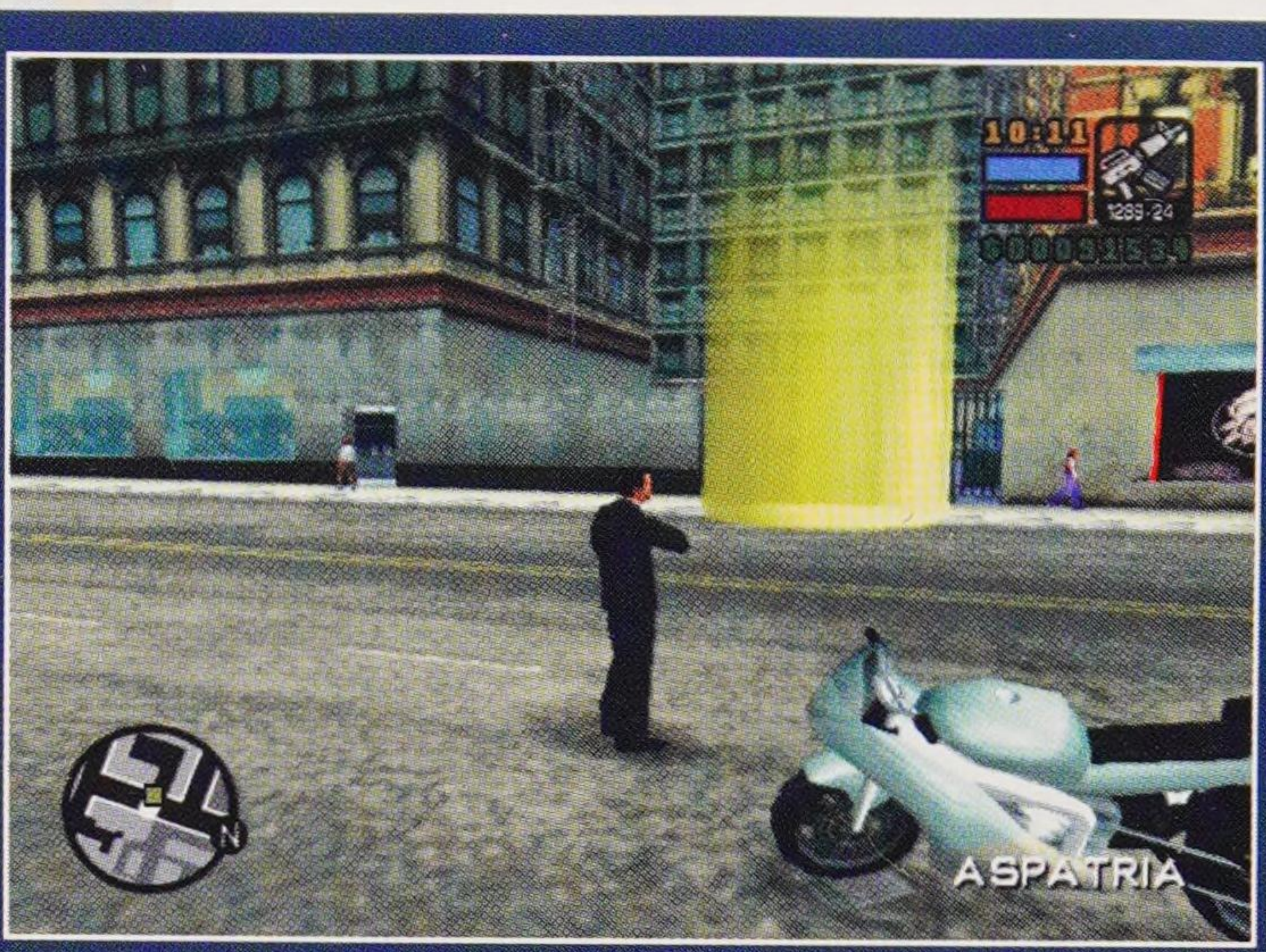
If you do not have a Yakuza Stinger when you pull into the yellow marker outside the compound in Aspatria **(1)**, you are denied entry. Sooner or later, you'll spot one as it leaves the compound, but this is just a hint. That vehicle cannot be jacked; the doors remain locked after stopping it. Yakuza cars are fairly easy to find, however, driving around the surrounding blocks.

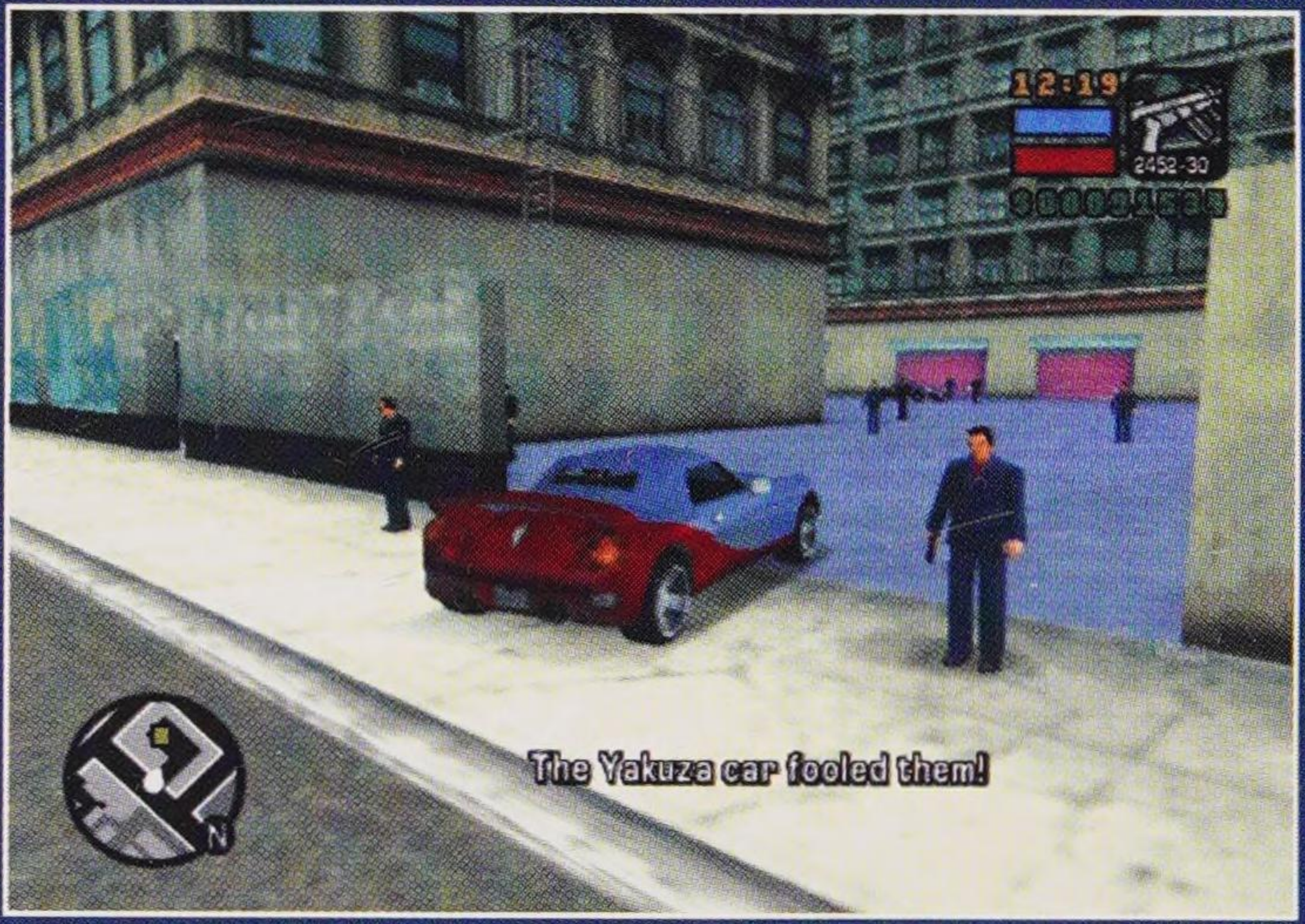
DRIVE INTO THE COMPOUND AND HAVE A LOOK AROUND.

Pull into the yellow marker outside the compound while in a Yakuza Stinger and the Yakuza guards open the gate, allowing you to drive through. Once inside, drive to the back of the L-shaped alleyway to find the tank **(2)**. The moment you spot it, you're given a new objective. Avoid running over any Yakuza on your way through the compound or they'll be on to you.

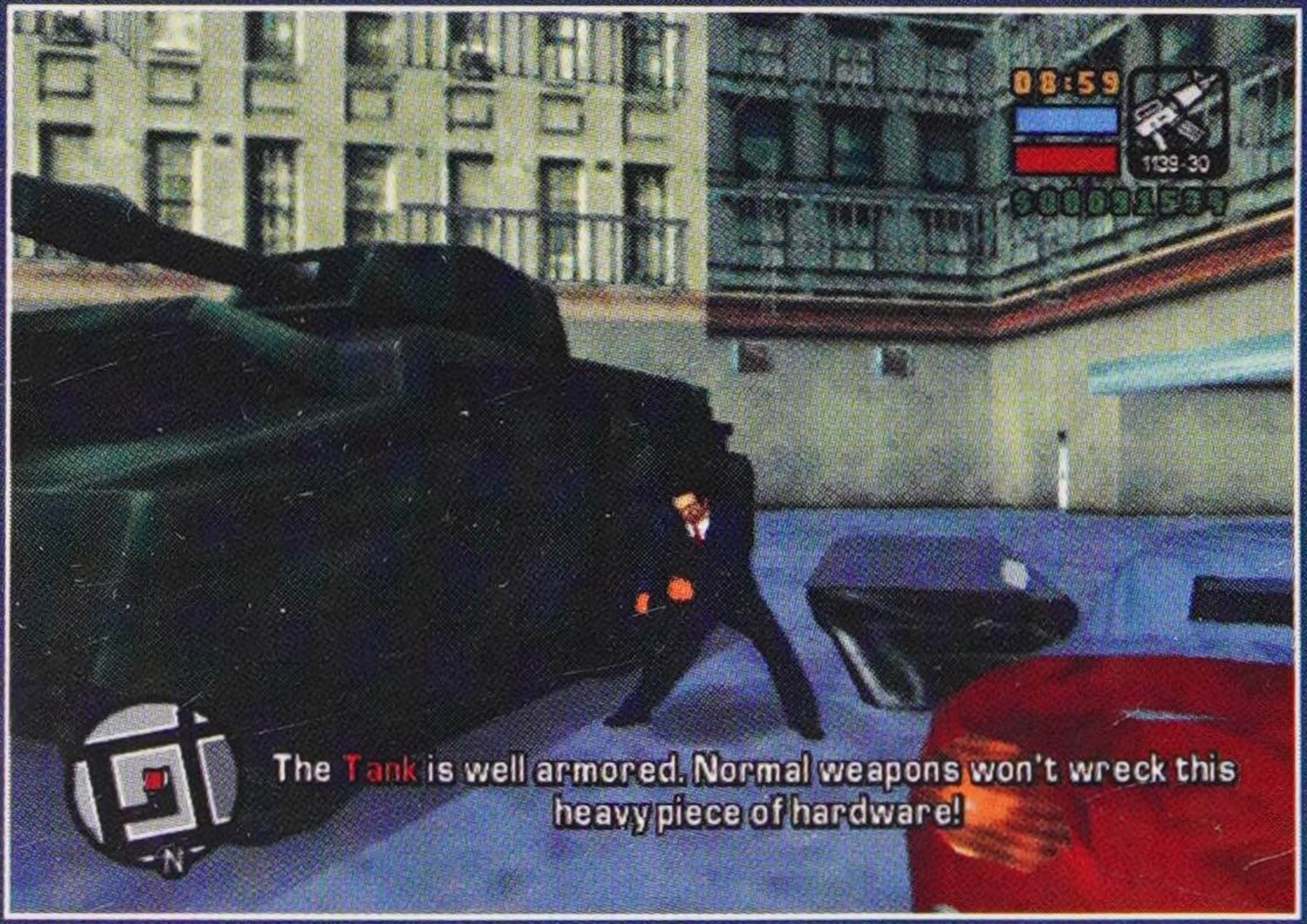
DESTROY THE TANK.

The many armed Yakuza gangsters in the compound swarm all over you as soon as you exit your vehicle, so pull up to the driver's side door of the Rhino tank. The closer you are to the Rhino's door the better, but don't get so close that you must exit your vehicle from the passenger side. Quickly get out of the Stinger and enter the Rhino to avoid being severely beaten by the Yakuza, then immediately gas the Rhino to avoid being pulled out.

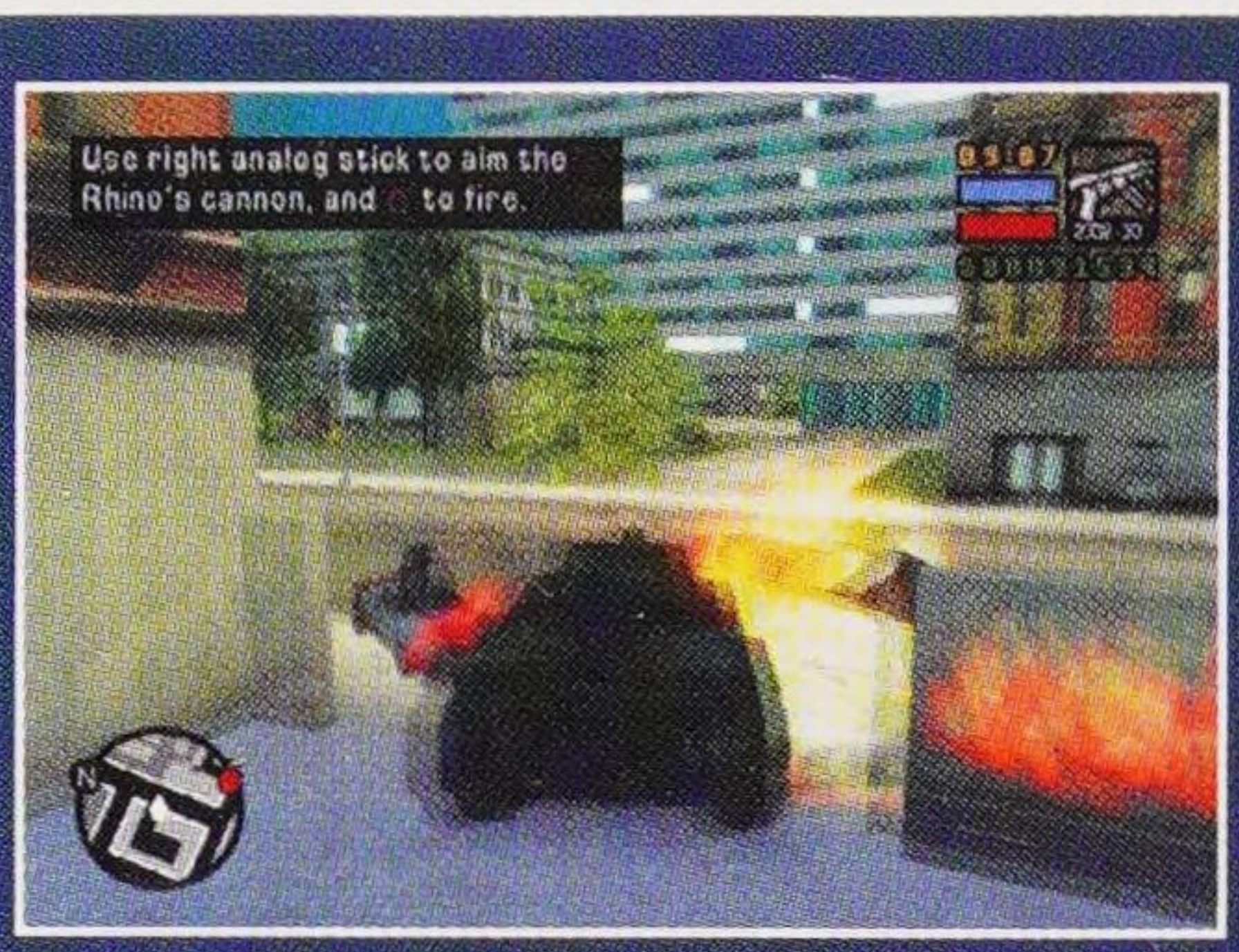


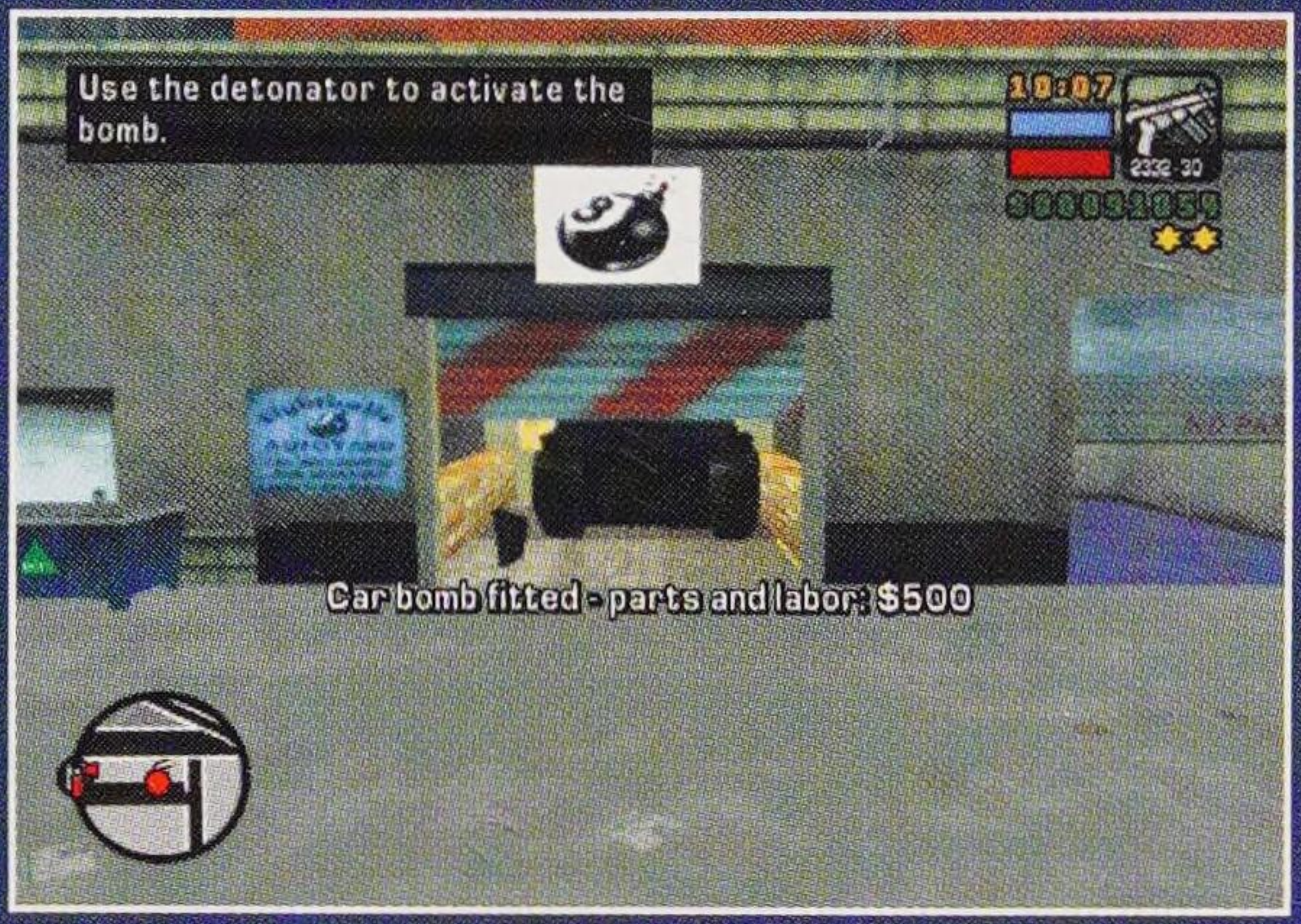


The Yakuza car fooled them!



The Tank is well armored. Normal weapons won't wreck this heavy piece of hardware!


Use right analog stick to aim the Rhino's cannon, and ○ to fire.


Use the detonator to activate the bomb.

Car bomb fitted - parts and labor: $500

Run over the Yakuza in the compound or shoot some shells at neighboring walls to splatter everyone in the area. Press ◉ to shoot the cannon and use the Right Analog Stick (PSP: right and left directional buttons) to aim. You most likely have a two-star Wanted Level, but this is nothing to worry about when commanding a Rhino.

The tank must be destroyed, but it's very durable. This is difficult to accomplish with conventional weapons. Follow the route on our map, or the red bomb icon on the radar, to deliver the tank to 8-Ball's bomb shop **(3)**. Installing a bomb costs $500. Purchase the installation, exit the Rhino, get a safe distance away and press ◉ while the detonator is in hand to destroy the tank.

Toshiko Kasen contacts Toni via cell phone and asks for his help. She invites him to her Torrington apartment on Staunton Island. This opens the Toshiko mission strand with *More Deadly than the Male*.

WHERE TO GO FROM HERE?

Salvatore's mission strand is temporarily halted until you complete Donald Love's mission, *Love on the Run*. When you do this, Sal calls and *The Shoreside Redemption* mission becomes available. We suggest starting and finishing Toshiko Kasen's missions, which unlock Love's final two missions. Afterward, finish Love's missions to reach the last of Salvatore's ending the Main Story missions.

THE SHORESIDE REDEMPTION

REWARD: $4,000

UNLOCKS: Sal's mission, The Sicilian Gambit

VISIT Sal at the police station. His arraignment is today, but he suspects the Sicilians are going to try to stop him from reaching the courthouse. With Sal in jail or out of the picture, the Sicilians could easily take over the city. He wants you to make sure that he sees his day in court. A guard comes to escort him out of the police station. Meet him out front.

GET A POLICE CAR.

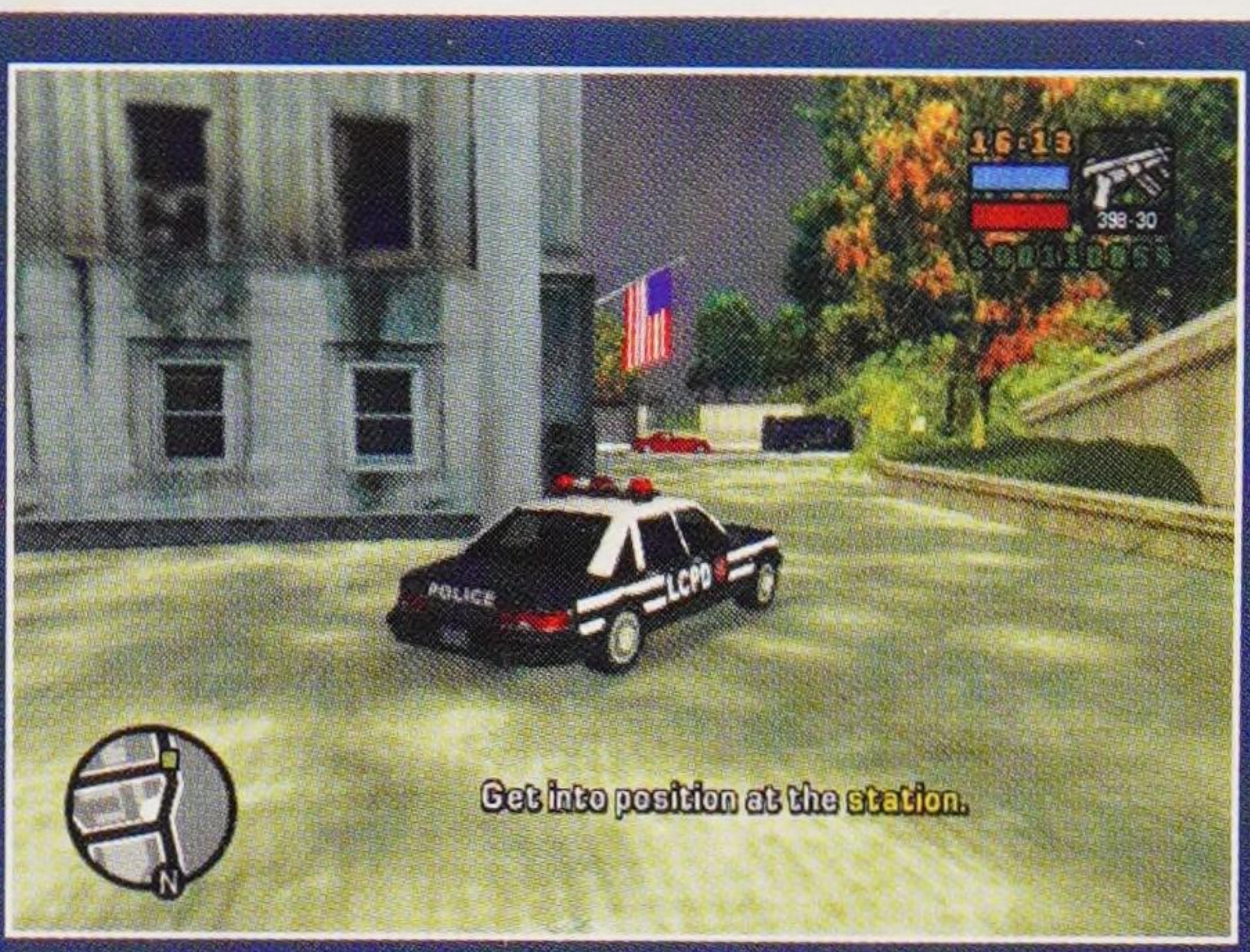
Head to the back of the police station (the north side) to find an unattended squad car. Jack it and pull into the yellow marker on the nearby street corner where you have a great view of Sal being transported into a Securicar.

ESCORT THE CONVOY TO ITS DESTINATION.

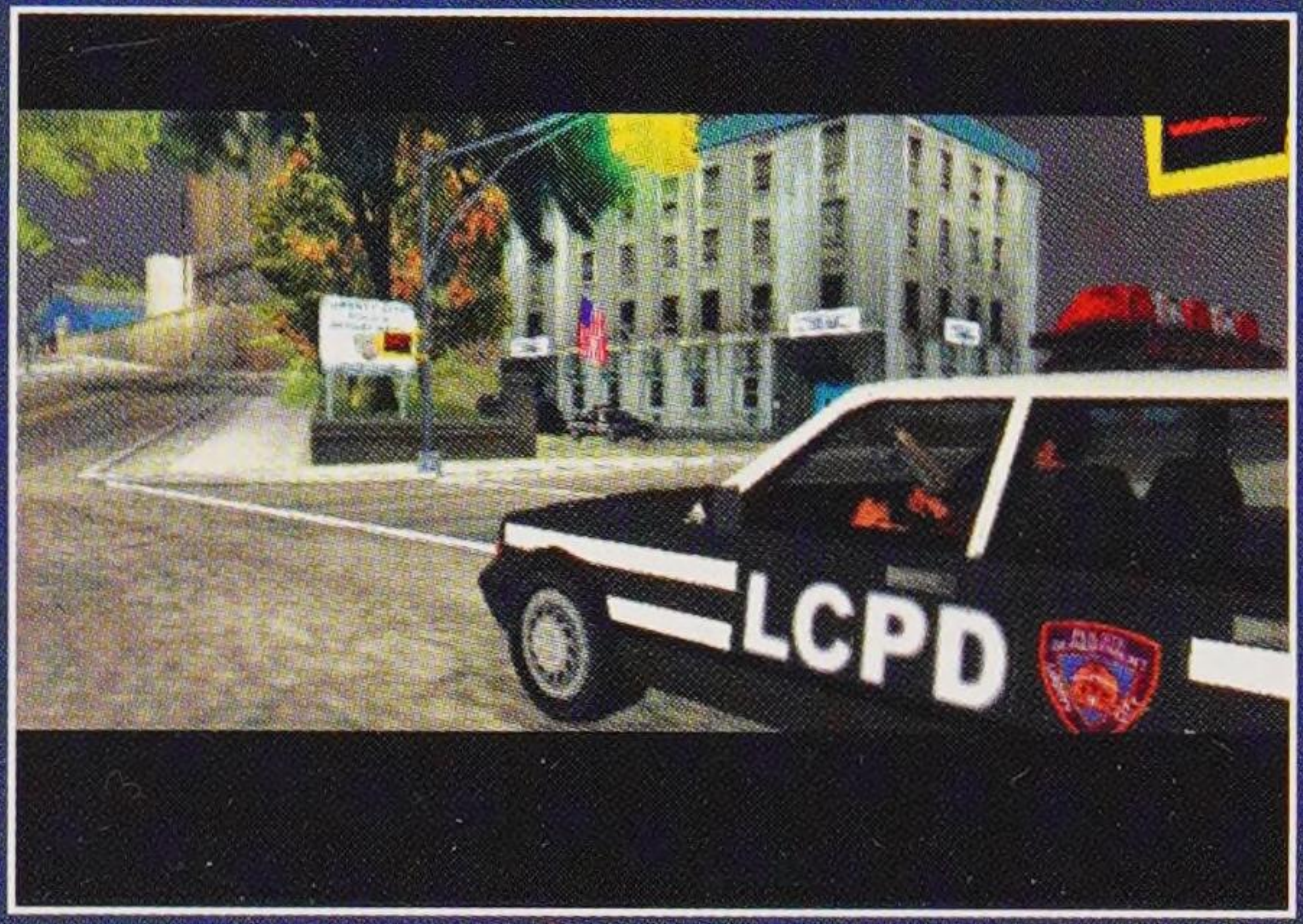
Sal's Securicar has a blue arrow overhead. It leaves the station with a single police car in the lead position of the small convoy. Pull up behind the Securicar and follow them. As the convoy drives across the Cochrane Dam, it hits a Sicilian roadblock. Ambushed! A rocket destroys the lead police car. The Securicar turns around and heads in the opposite direction.

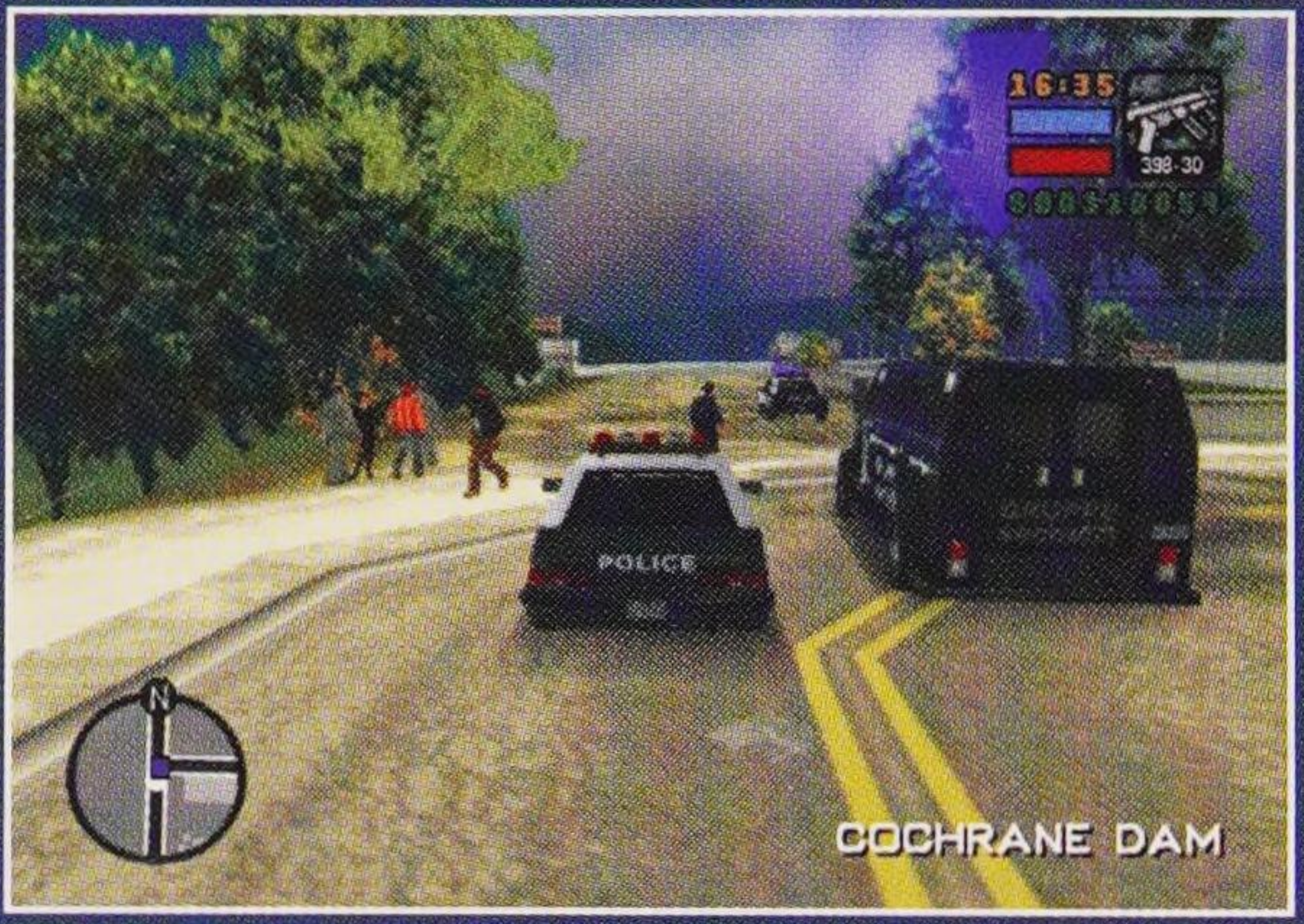
PROTECT THE TRANSPORT VAN AND MAKE SURE IT ARRIVES IN ONE PIECE.

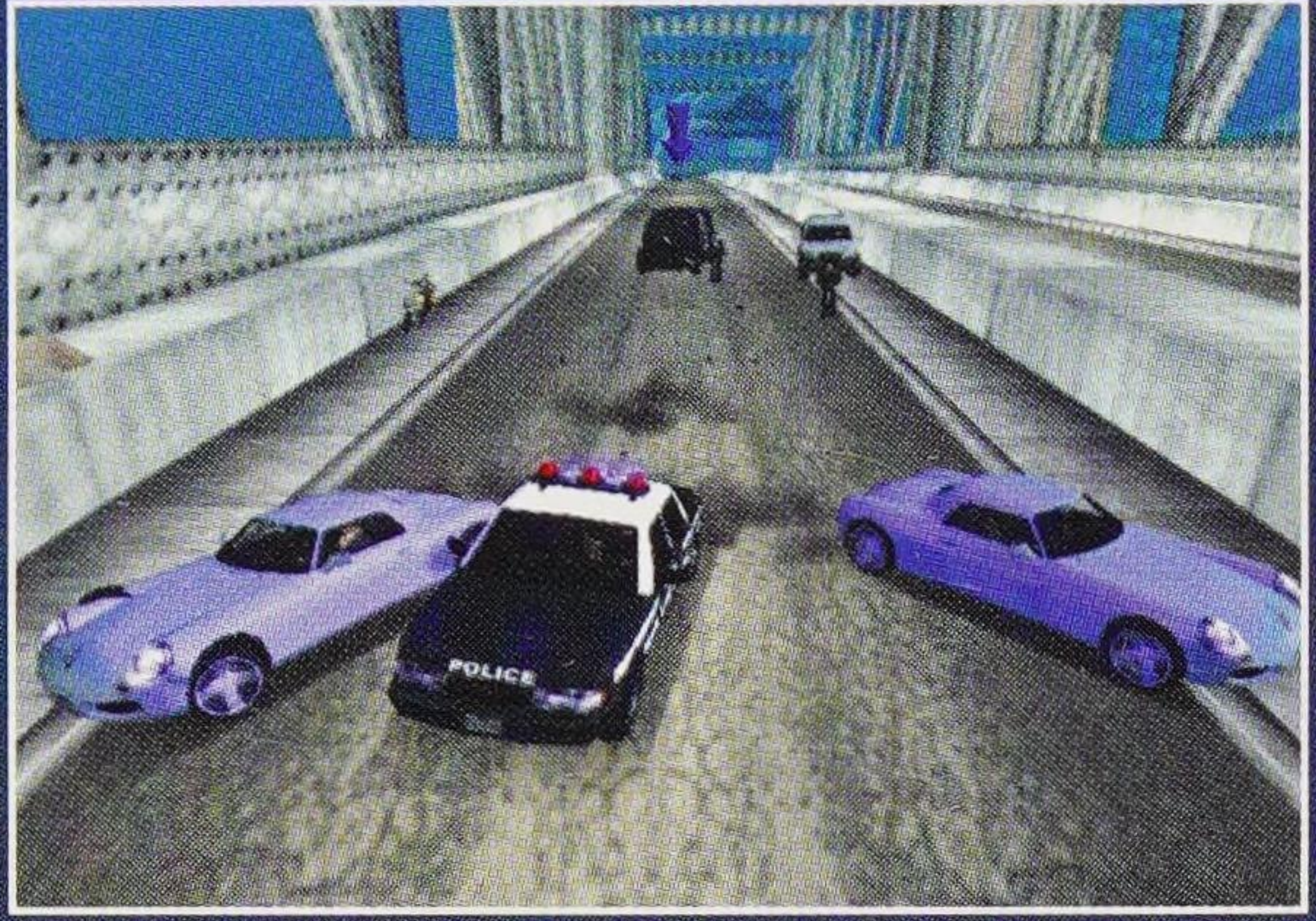
A Damage meter appears onscreen that indicates the condition of the Securicar. The van explodes if this meter fills completely, killing Sal and thus ending the mission in failure. Drive behind the van and block the Sicilian Stingers from running into the van. Move to the front of the Securicar when you hear the driver warn you over the police radio of illegal roadblocks. Bust through the center of the two Sicilian Stingers in your path to keep the Securicar free from damage.

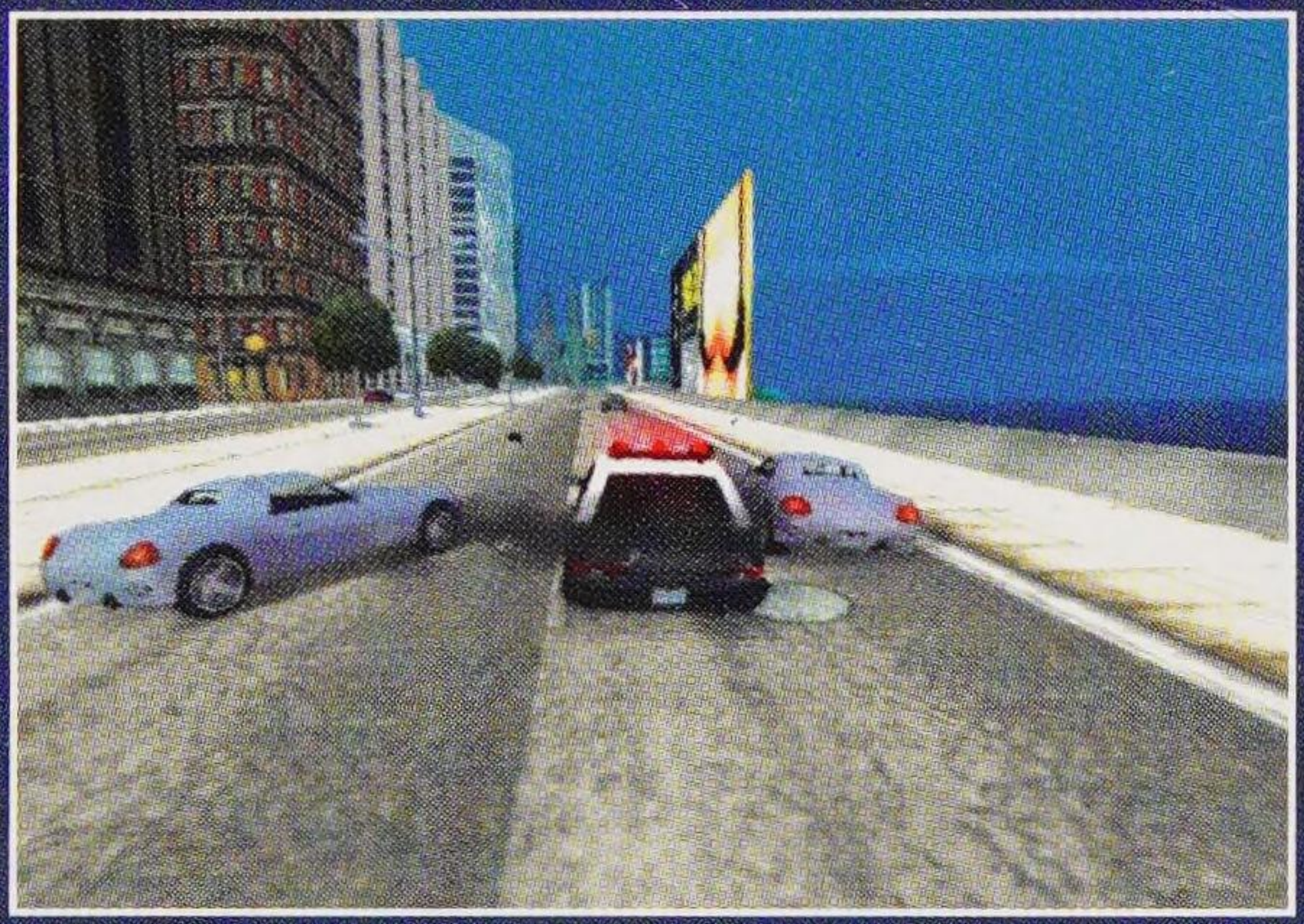


Get into position at the station.









If you race too far ahead or fall too far behind the Securicar, you'll fail the mission. Stick close and protect it. The Securicar is headed for the courthouse on Staunton Island and takes the elevated bridge. There's another Sicilian roadblock on the bridge, and you'll reach it before you cross over into Staunton. When both your vehicle and the Securicar are on the bridge, race ahead and break through this barricade.

The final roadblock is set up at the end of the first block south of the elevator bridge in Staunton. The courthouse is just a short distance away from there, so you're practically home free once you survive this final obstacle.

When the Securicar arrives safely at the courthouse, Sal meets you outside in his orange jumpsuit. He's free on bail and is going home to change out of the smelly prison garb. He wants you to meet him there. You receive Sal's final mission at his Portland Beach mansion.

FINAL MISSION

The final Main Story mission is now accessible. Flip ahead to the end of this walkthrough if you're ready to play it now, or read on for the Toshiko Kasen mission strand.

TOSHIKO KASEN

TOSHIKO Kasen is the 31-year-old, neglected spouse of Kazuki Kasen, head of the Yakuza crime family in Liberty City. She plays the part of dutiful wife, accepting her place and holding her tongue. However, beneath the surface, there lies an uneasy marriage. She finds her heart burning with inner torment. She wants her freedom, and she wants to love—and to be loved. Her prison-like marriage and husband's neglect has forged within her a powerful and instinctual need for retribution. This desire has burned deep within her, year after year, folding over onto itself again and again, gaining greater strength with each crease. It has transformed her soul into a blackened and unforgiving blade—as strong and cold as any Samurai's.

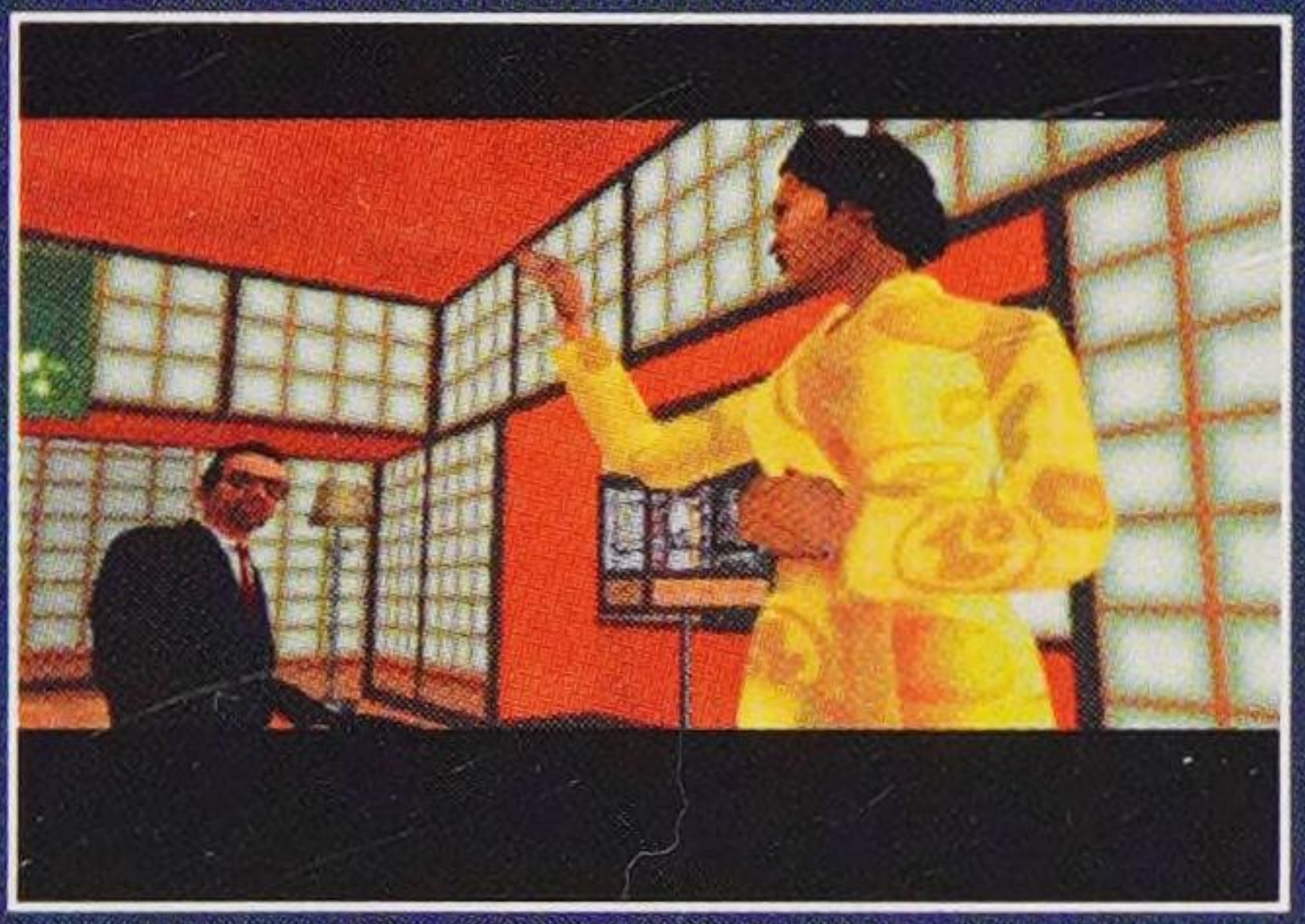
MORE DEADLY THAN THE MALE

REWARD: $2,000

UNLOCKS: Cash Clash

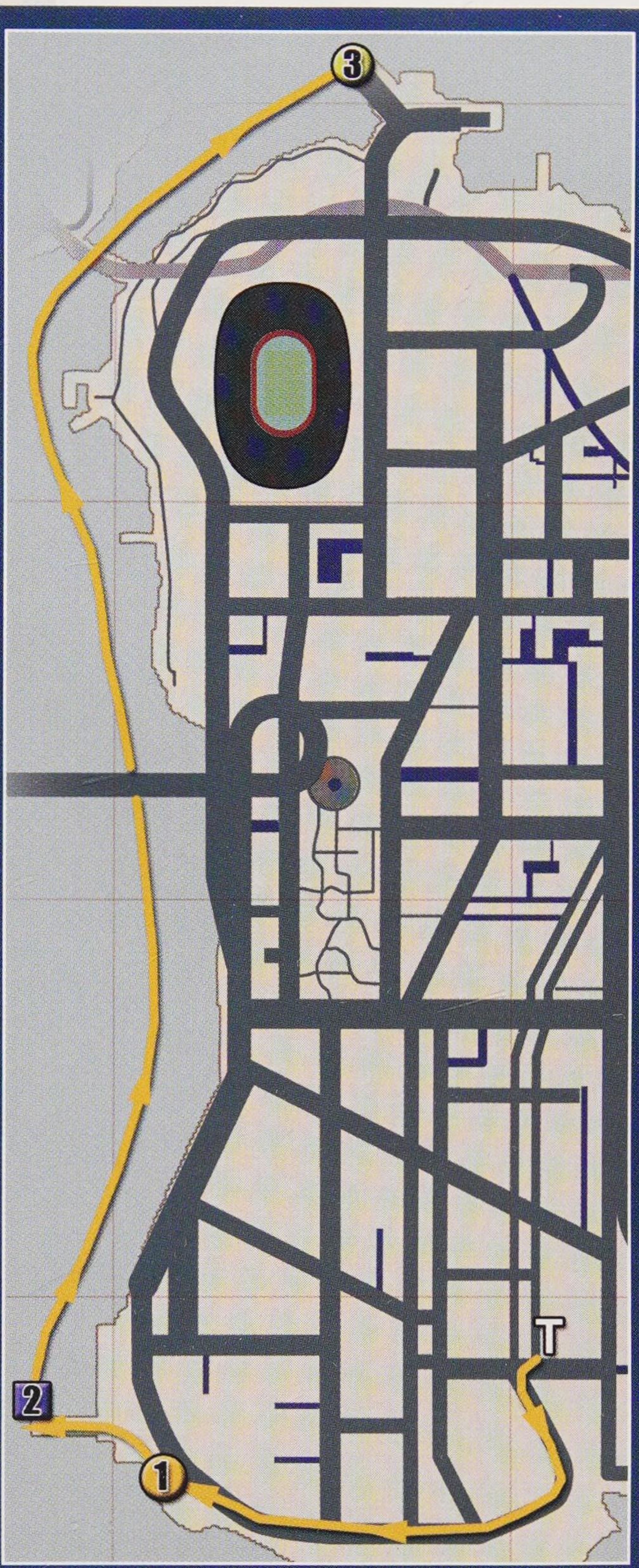
OTHER UNLOCKABLES: Minigun now available for purchase at Phil Cassidy's Fully Cocked gun shop.

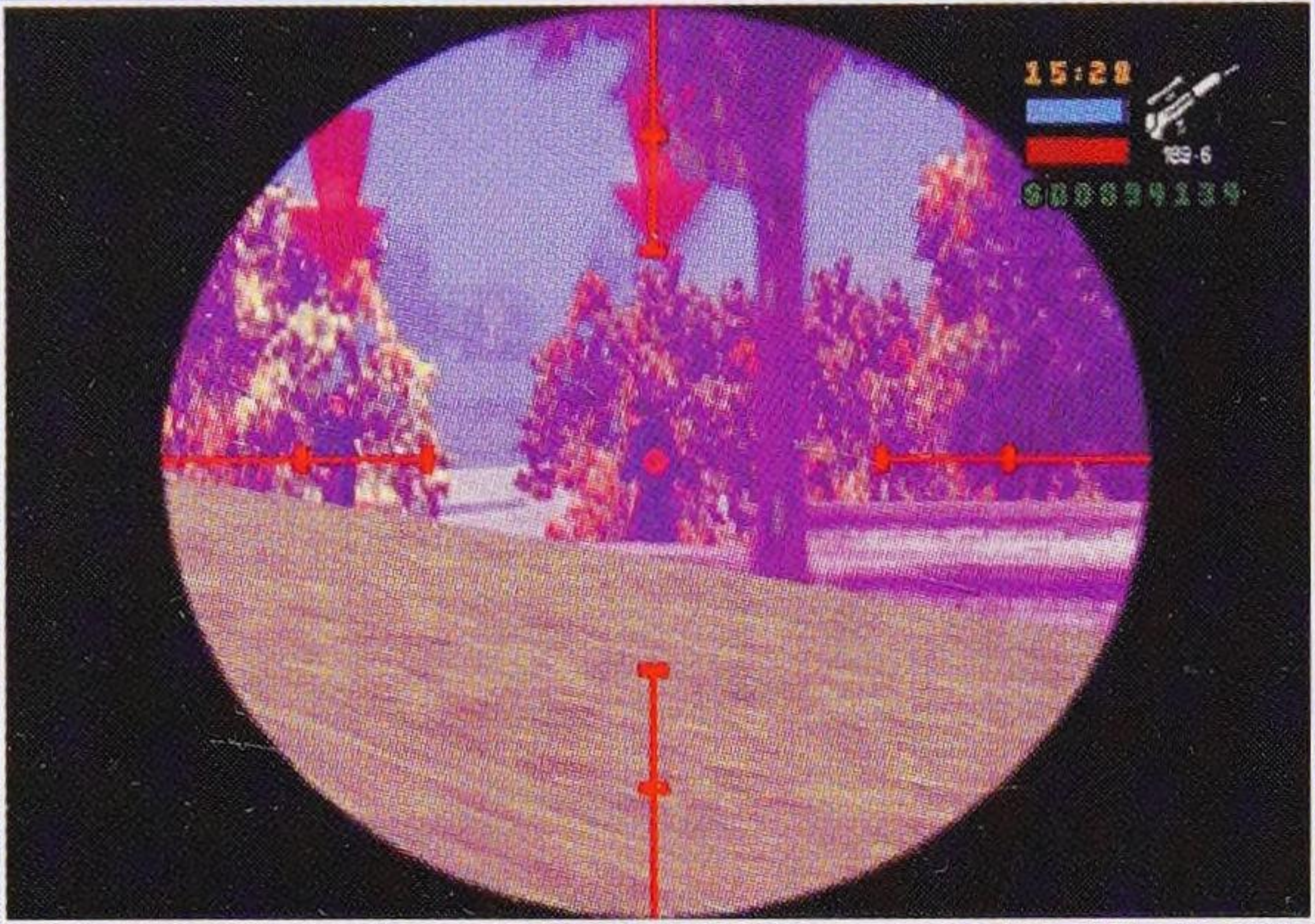
TONI visits the Kasen's Torrington high-rise apartment and meets with the lovely Toshiko Kasen. He finds this woman elegant, well-spoken, poetic, but so grossly disregarded by her husband that it borders on abuse. She has a deep hatred for her spouse and wants to see him destroyed and humiliated before he is actually killed. She also realizes that you will not refuse the offer; the Leones' need him dead as much as she wants him dead. She wants you to begin the torture by stealing his new weapons shipment.

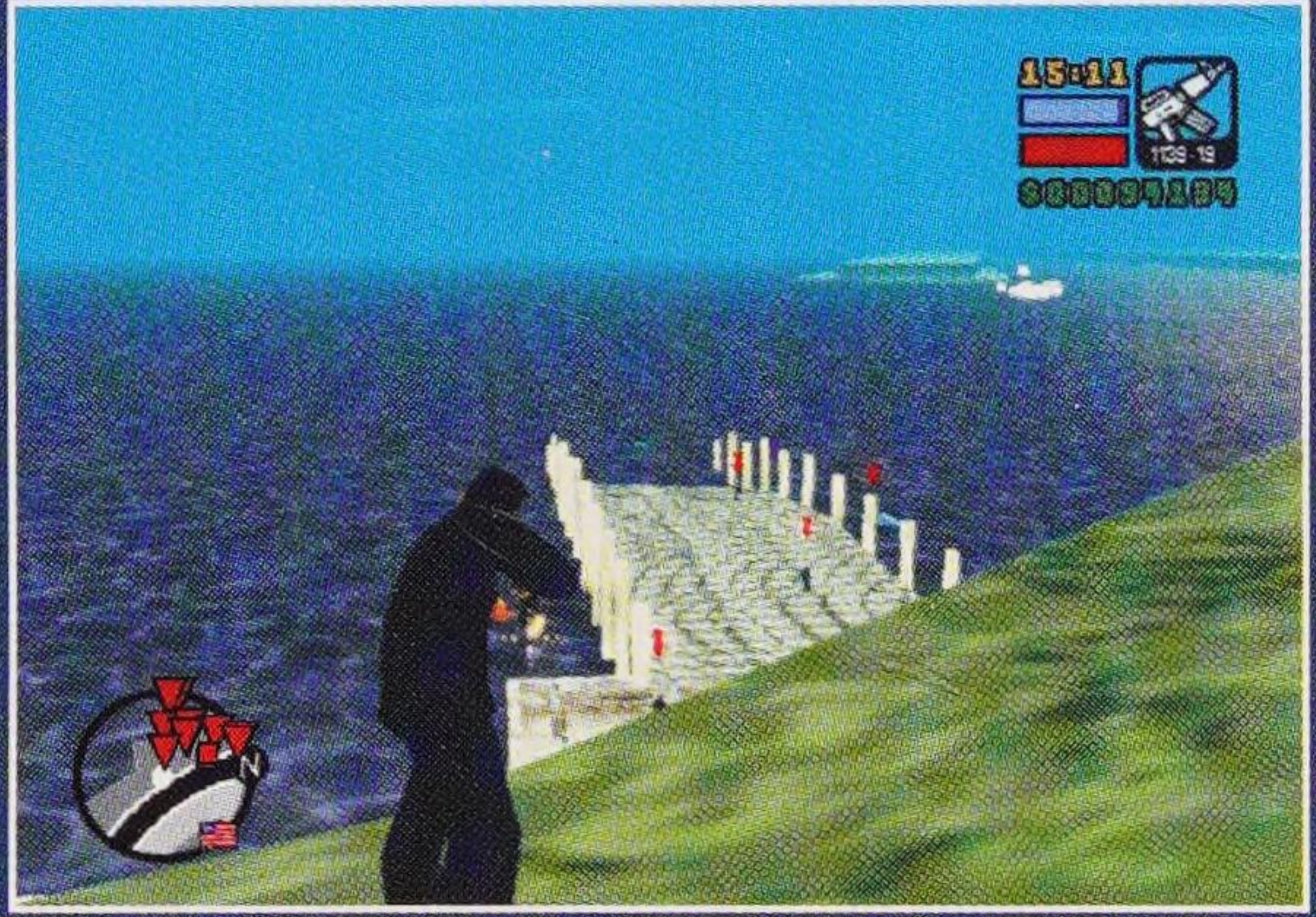


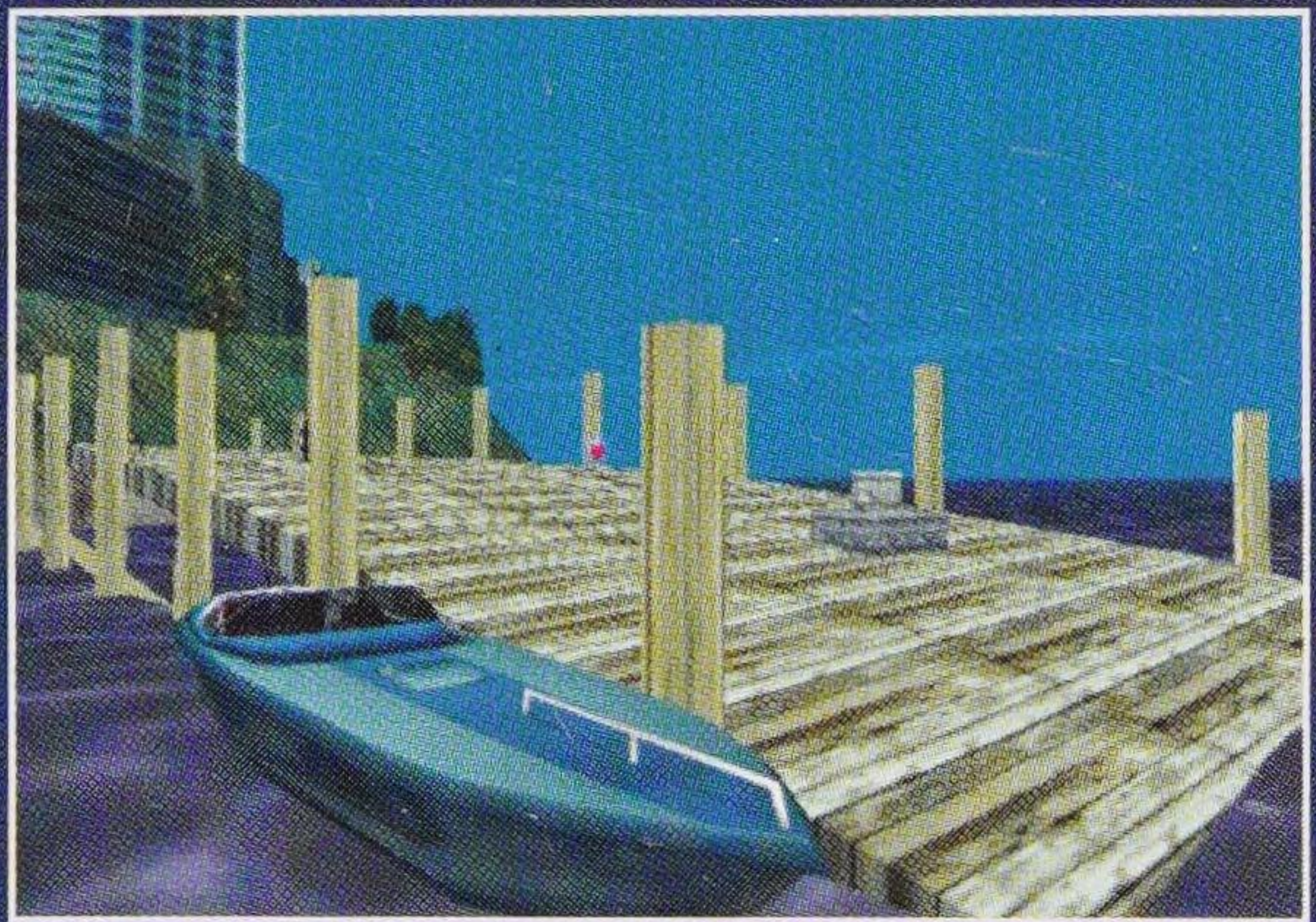
STEAL THE YAKUZA ARMS SHIPMENT FROM BEDFORD POINT.

This is technically a Staunton Island mission, as the Kasens' home **(T)** is in Torrington, a block away from the large Big Shot casino. After taking the job, jack a vehicle and follow the blue radar blip west to Bedford Point. Make sure to have a sniper rifle; this strategy calls for one.









GET PAST THE YAKUZA GUARDS.

Follow the route on our map to reach the ambush area **(1)**. The moment you see the multiple red radar blips appear around the shoreline, stop the car, get out, and walk along the grassy hillside overlooking the coast. Stand on the hill just above the cement platform and pier area where all the Yakuza guards are camped out.

Snipe the guards to the north who are standing just off the main road at the entrance to the pier. Once you kill one, a few more come running, but you can easily snipe them before they run into range to fire a shot from this distance. Once these guys are out of the picture, you don't have to worry about any more guards sneaking up on you.

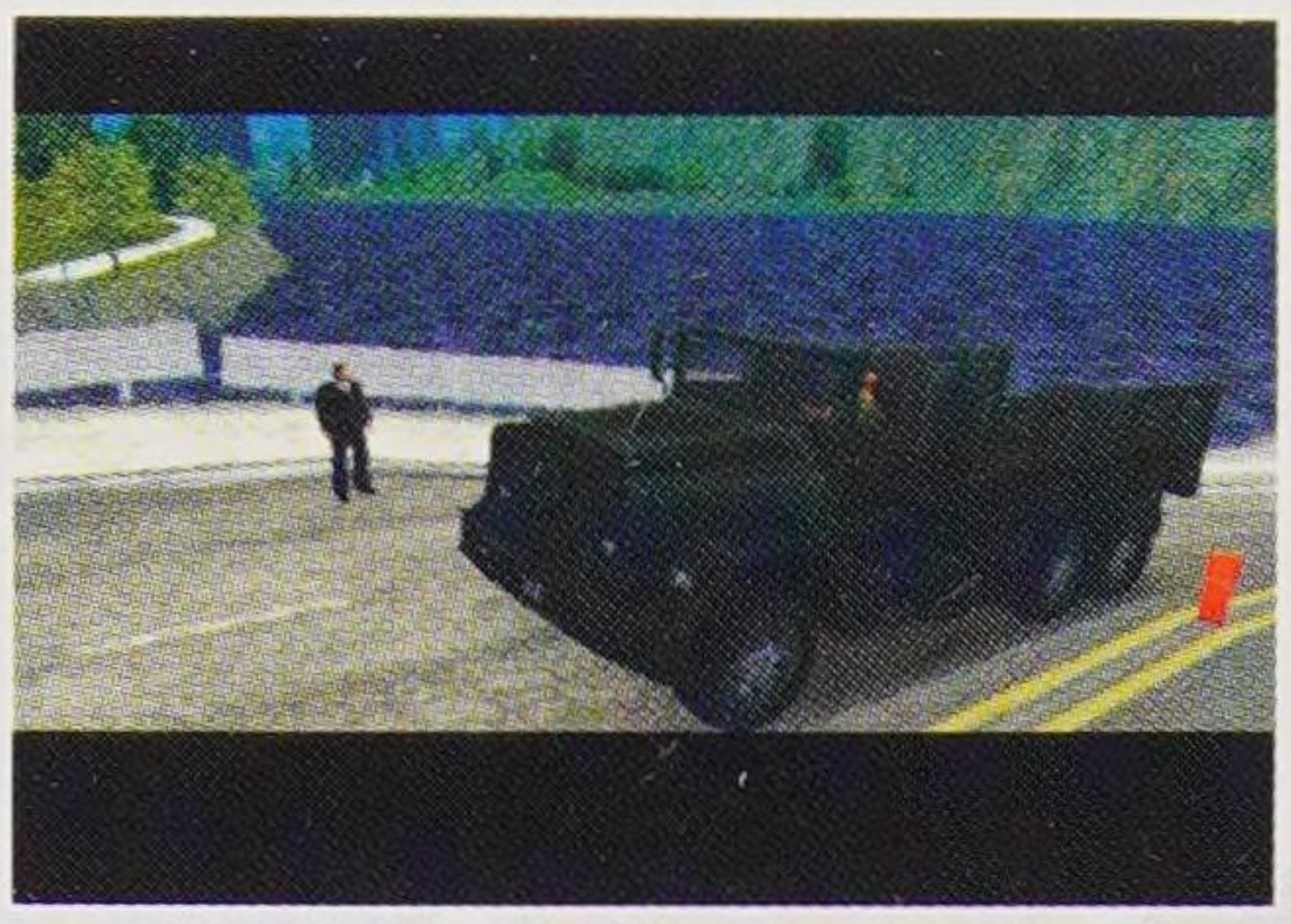
Now begin picking off all the guards at the bottom of the hill in the pier area. Snipe the guards on the pier, as well. Once that's done, walk down the side of the hill and pick up the Armor, rocket launcher, and the Health on the pier—you shouldn't have taken a single bullet using this strategy, but it's there if you need it.

Use the rocket launcher to destroy the speedboat in the water near the end of the pier. Shoot the enemy boat—the one with the red arrow over it, not the speedboat with the blue arrow over it; this is your getaway boat **(2)**. Your craft carries the arms shipment. Stand on the edge of the pier and press △ to board it.

DELIVER THE WEAPONS TO TOSHIKO'S CONTACT.

Once you're in the boat, you receive a new objective: take the weapons to Toshiko's contact **(3)** at the ferry dock in Aspatria (northern yellow blip). Stick close to the coast of Staunton, but not so close that you run over piers, which could cause a shipwreck. A couple of Yakuza attack boats head straight for you from the north as you approach the Callahan Bridge. Simply drive right up the center of them and just keep gassing it; they'll do little harm and never catch up to you if you just keep speeding ahead.

The same thing happens as you pass over the Porter Tunnel in Aspatria. Use the same tactic to survive this ambush. Speed right up to the yellow marker near the ferry port to complete the mission. Toshiko's contact, Phil Cassidy, is very pleased with the arms shipment.



MINIGUN GOODNESS

Now that you've brought some heavy artillery to Phil, the Minigun is now available for purchase at his Fully Cocked store on Staunton Island.

CASH CLASH

REWARD: $3,000

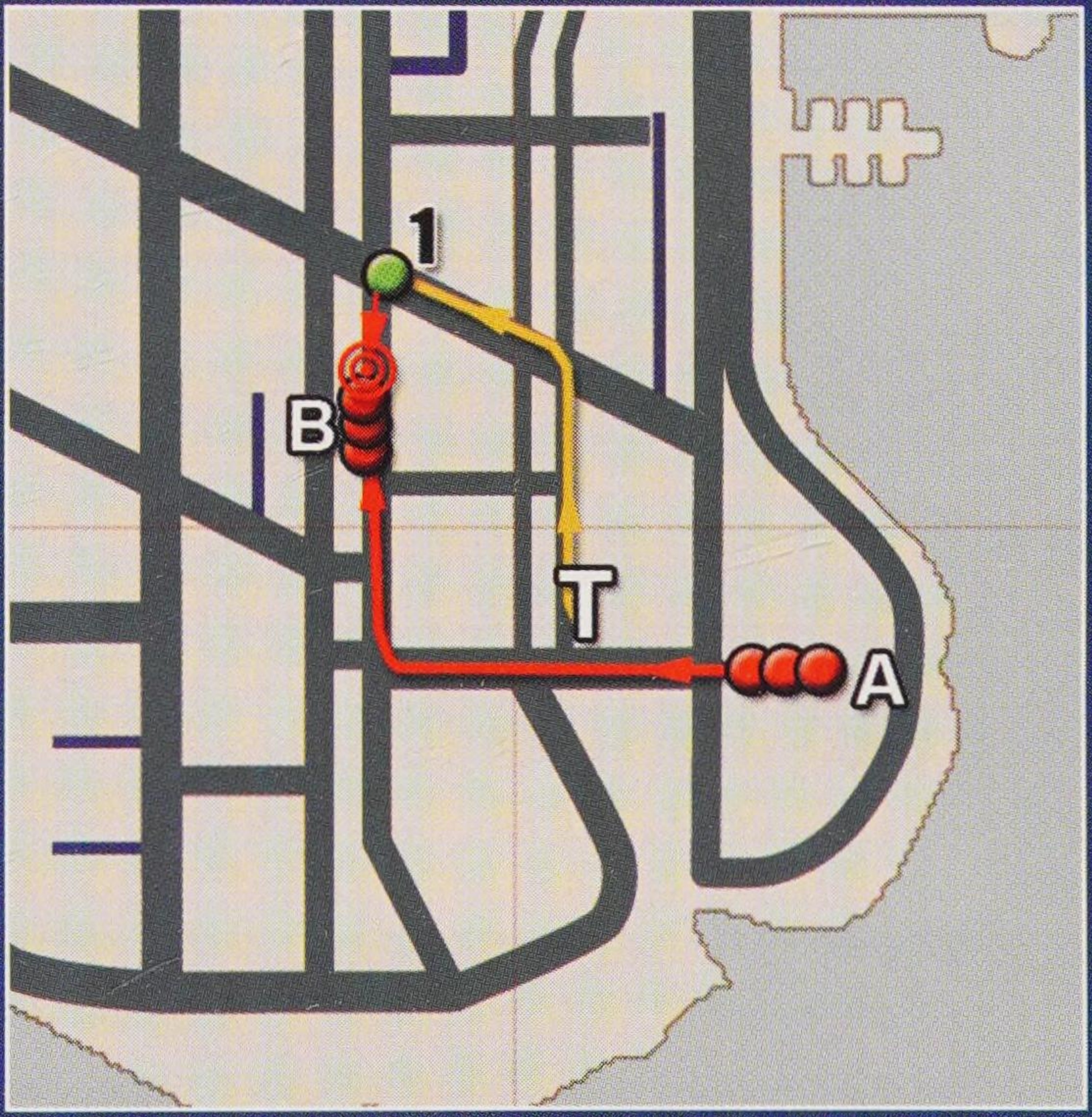
UNLOCKS: A Date with Death

TOSHIKO Kasen is very pleased with the outcome of the last job and is ready to take it to the next level. She now wants to damage her husband's success by taking his money. She says he's currently moving a large amount of cash from his casino. She wants you to burn the money.

DESTROY ALL THE SECURITY VANS. DON'T LET ANY REACH THE YAKUZA COMPOUND.

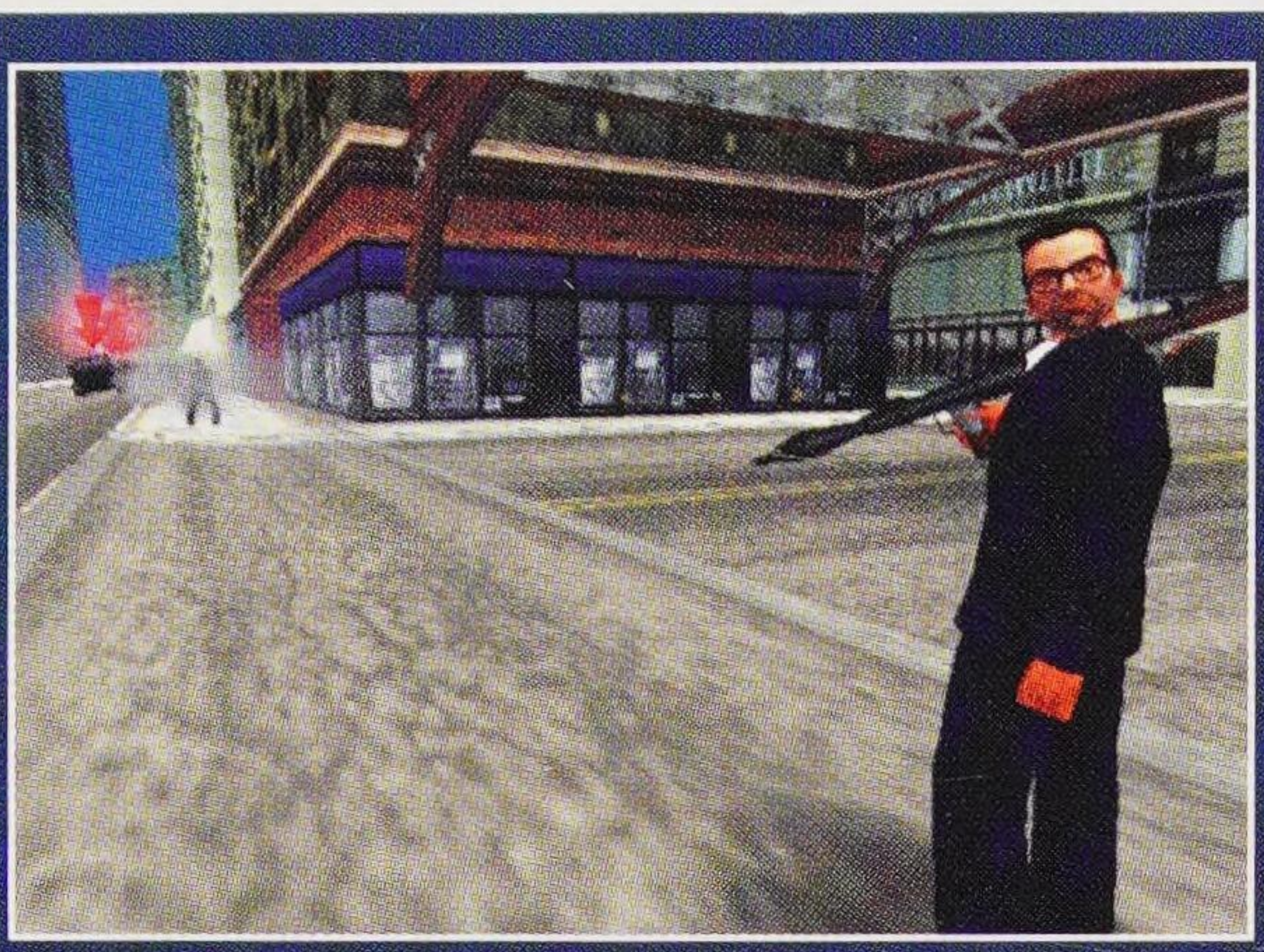
Have a rocket launcher in tow before you begin this mission—it makes short work of the Securicars, and this mission. The opening cinematic shows three vans—three targets **(A)**. Track them on the radar by watching the red blips.

Jump into a PCJ-600 or a fast sports car, then catch up to and pass the Securicar convoy using the route indicated on our map. They travel north along the road where Phil Cassidy's Fully Cocked weapons store is located. They're heading for the Yakuza Compound—where you found the Rhino in an earlier mission.



BEDFORD POINT

SHORESIDE VALE//TOSHIKO KASEN //A DATE WITH DEATH



Fly past the convoy and then stop **(1)**. Jump out of the car, select the rocket launcher, take aim, and shoot the lead Securicar **(B)**. This destroys it instantly, disrupts traffic, and buys you time to reload and shoot the next two Securicars before they flee. You should be able to take them out prior to their arrival at the Callahan Bridge road.

This mission has potential to go very wrong. If you miss a rocket shot, the Securicars may split up and force you to chase them with a two-star Wanted Level. You don't need that kind of trouble, so do your best to get them all from one ambush location.

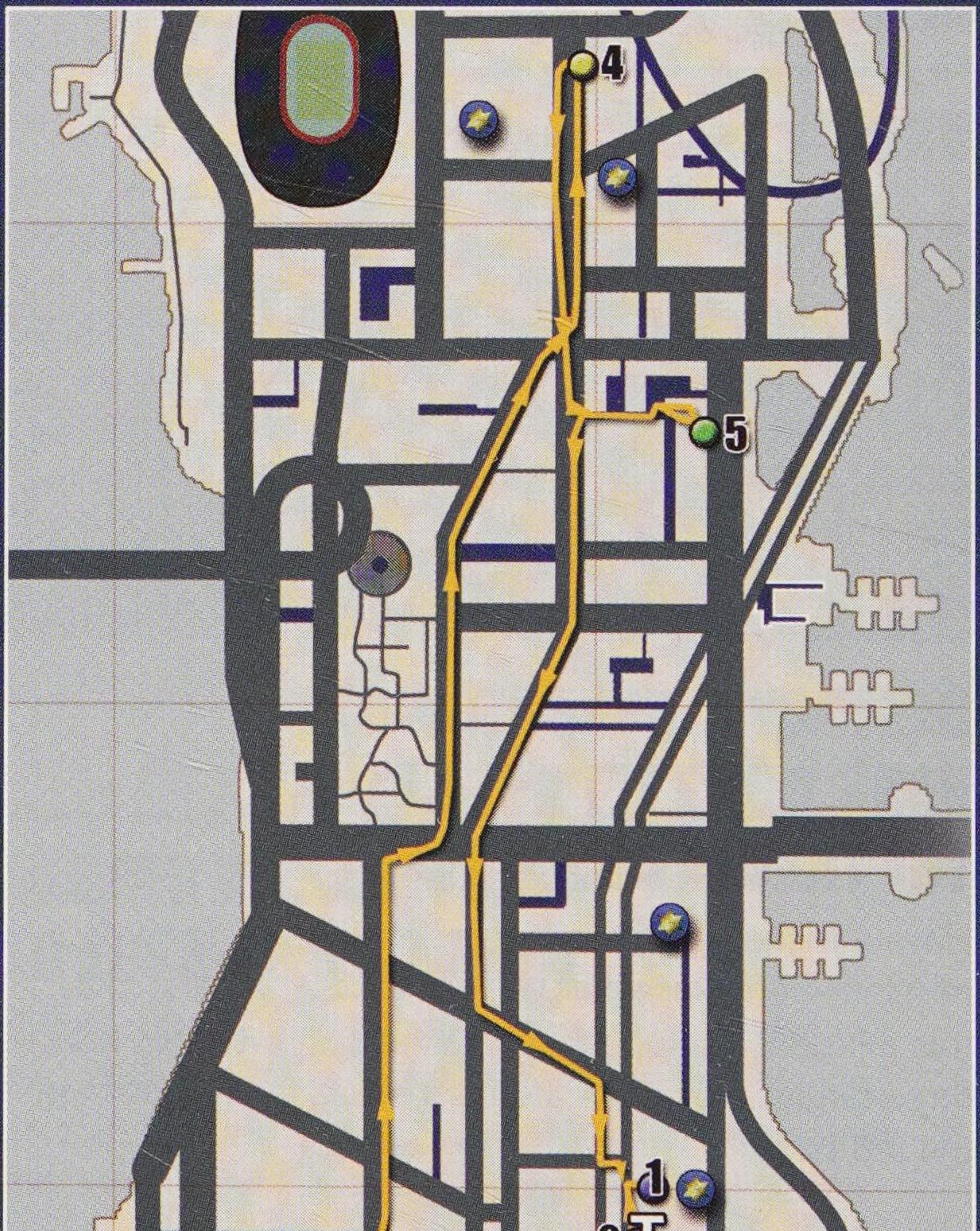
A DATE WITH DEATH

REWARD: $2,000

UNLOCKS: Cash in Kazuki's Chips

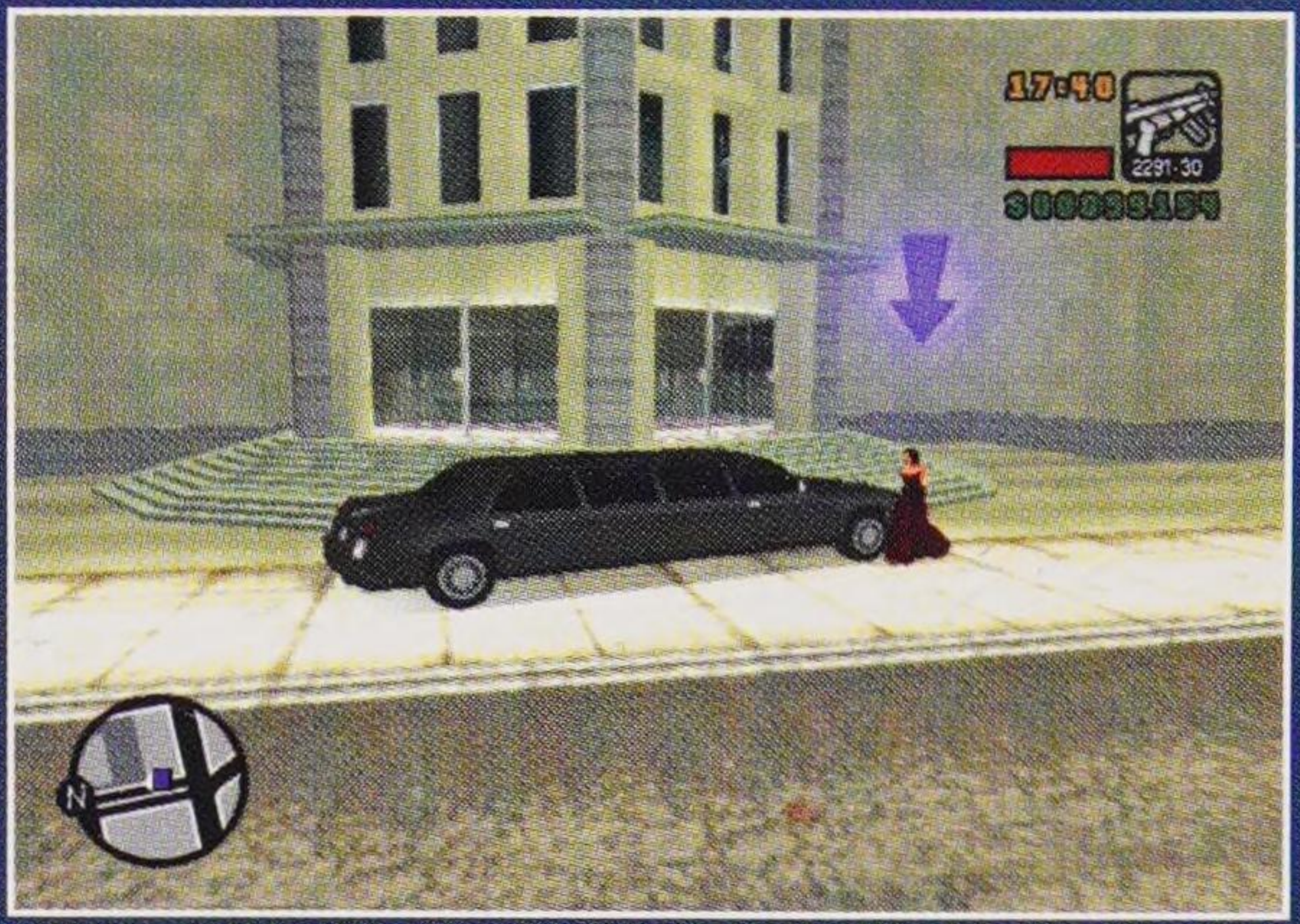
OTHER UNLOCKABLES: Tuxedo outfit

TOSHIKO Kasen wants to give the Yakuza gang something to gossip about. She intends to stage a fake date with you, tonight, at the opera.



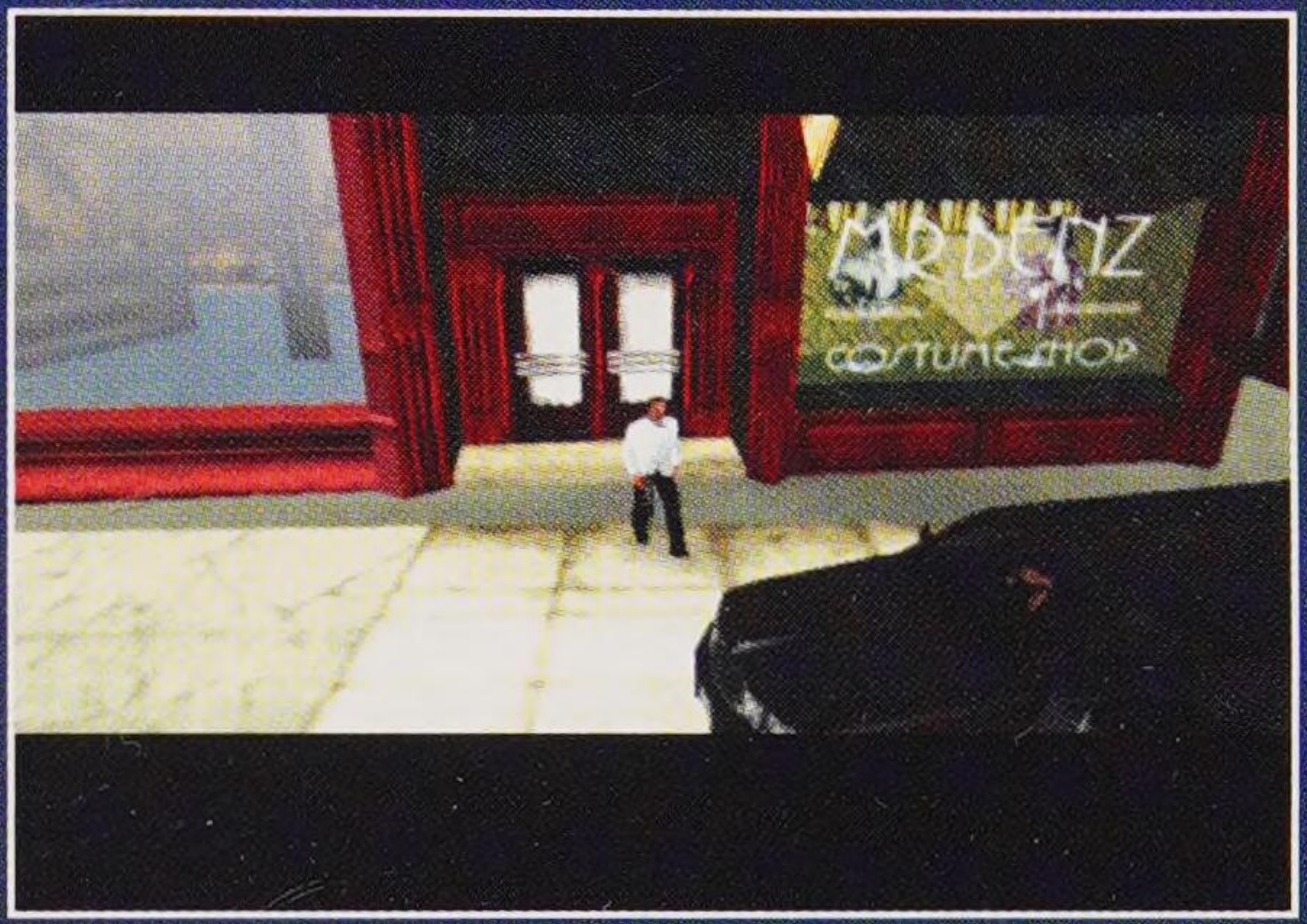
BRING TOSHIKO'S CAR AROUND.

The opera starts at 20:00 hours, so you have three game hours to complete this mission or it will be failed. The game clock advances or drops back to 17:00 as you exit her apartment after taking the mission. To find Toshiko's limo **(1)**, follow the blue blip on the radar around to the north side of the Torrington apartment building. Enter the limo (a blue arrow hovers overhead) and pull back to the front to pick up Toshiko **(2)**.



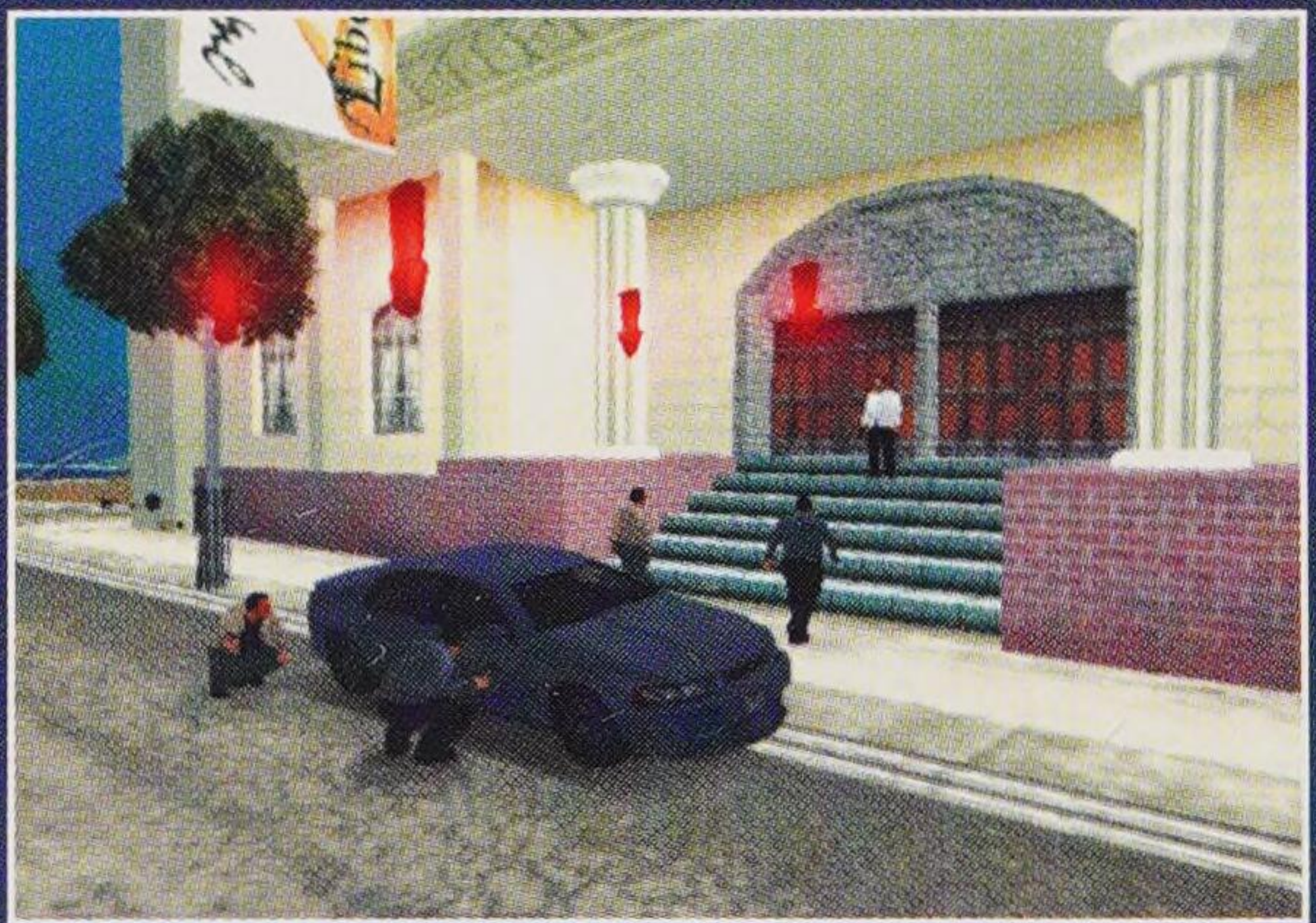
CHANGE YOUR CLOTHES.

After picking up Toshiko, a blue Shirt icon appears on the radar and map. Drive southwest to the Mr. Benz costume shop on the coastal Bedford Point road **(3)**. Get out of the limo and step into the yellow marker at the front door. Toni walks out of the store in a dashing white tux.



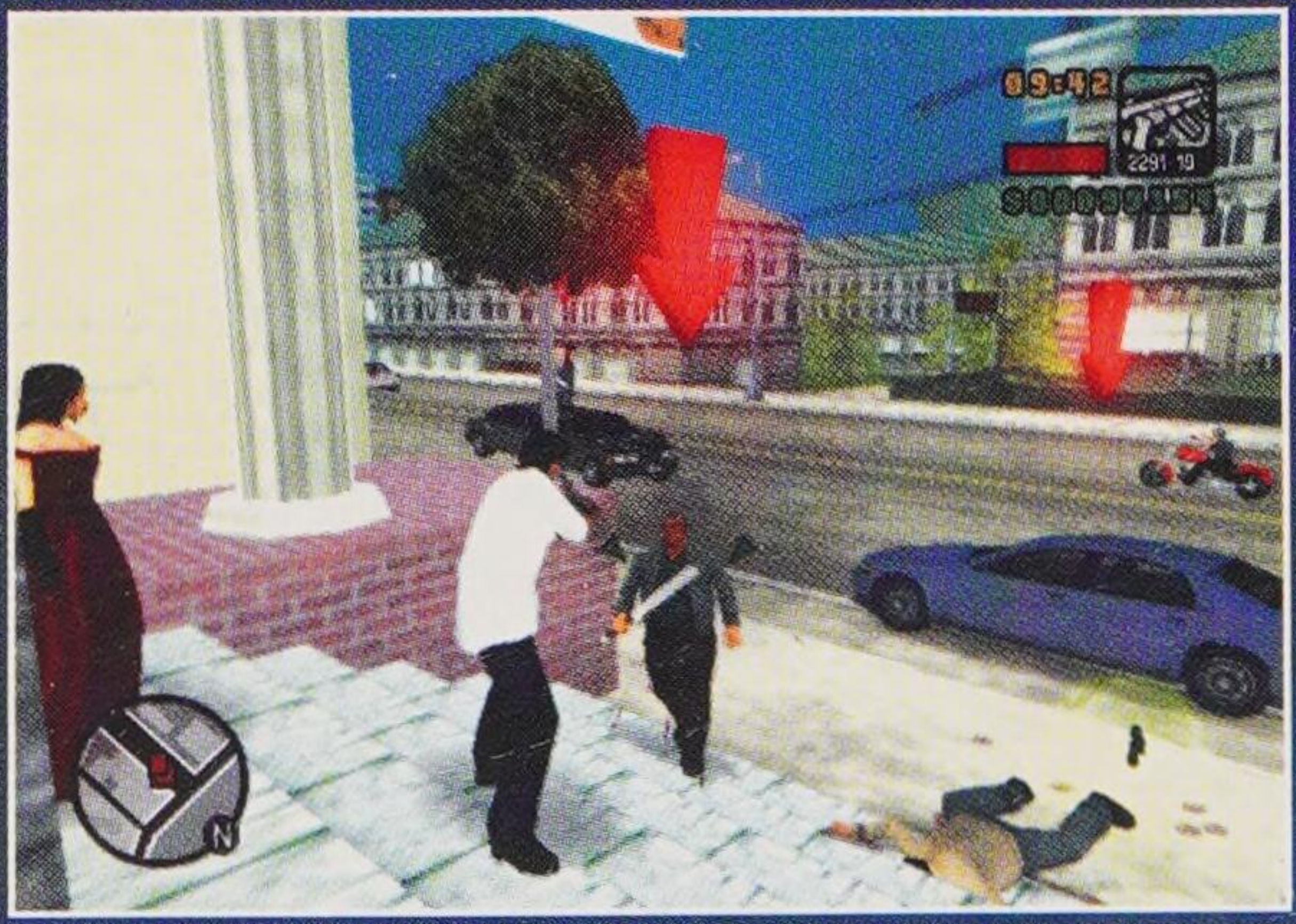
GO TO THE OPERA.

Head north past Belleville Park and continue into Fort Staunton. Stop in the yellow marker outside the opera house on the right **(4)**. The Liberty City campus is on your left and the Ecoli restaurant and hospital are just ahead.



PROTECT TOSHIKO FROM THE FORELLI GANGSTERS.

An unexpected event occurs as Toni and Toshiko walk up the steps of the opera house. Forelli passersby stop just to harass and intimidate this interracial couple. The racists pile out of their sedans and attack with bats. You must protect Toshiko from harm. Whip out an AK-47 or M4 and mow down the closest two Forellis on the sidewalk, then move to the back of the Forellis Exsess to get a shot at the two guys hiding behind it. Make sure not to shoot Toshiko; she follows you as you move about and can get caught in your crossfire. Shoot the Forelli from the top of the limo. Forellis continue to pursue you as you flee in the limo.



ESCAPE IN TOSHIKO'S LIMO AND TAKE HER BACK TO HER APARTMENT.

You get a one or two-star Wanted Level when you kill the assailants. A nearby cop is witness to the shootings. Get back into the limo quickly before cops swarm the place. Use the campus Police Bribe or stop by the Pay 'n' Spray **(5)** on your way back to Toshiko's to rid yourself of the police. When you park in the yellow marker **(2)** in front of her Torrington apartment, the planned event occurs: a Yakuza gang member passes by in a Stinger and notices the two of you together.

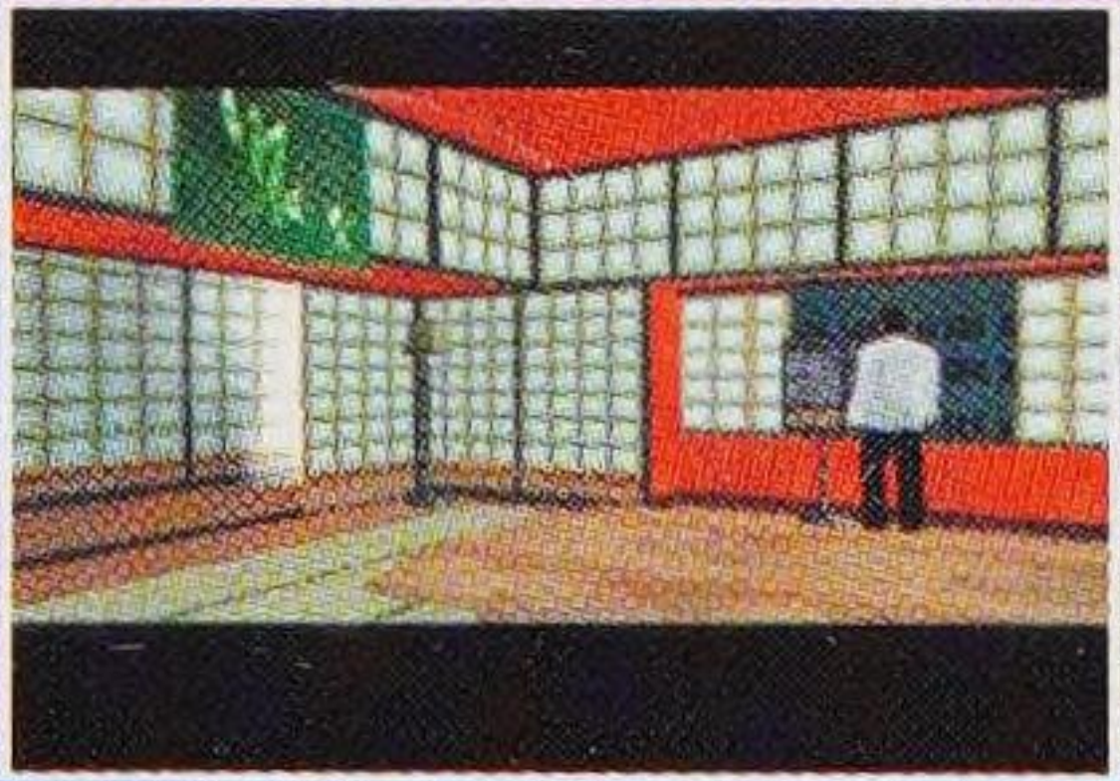
THE TUXEDO OUTFIT

The Tuxedo outfit becomes available at all safe houses after completing this mission.

CASH IN KAZUKI'S CHIPS

REWARD: $4,000

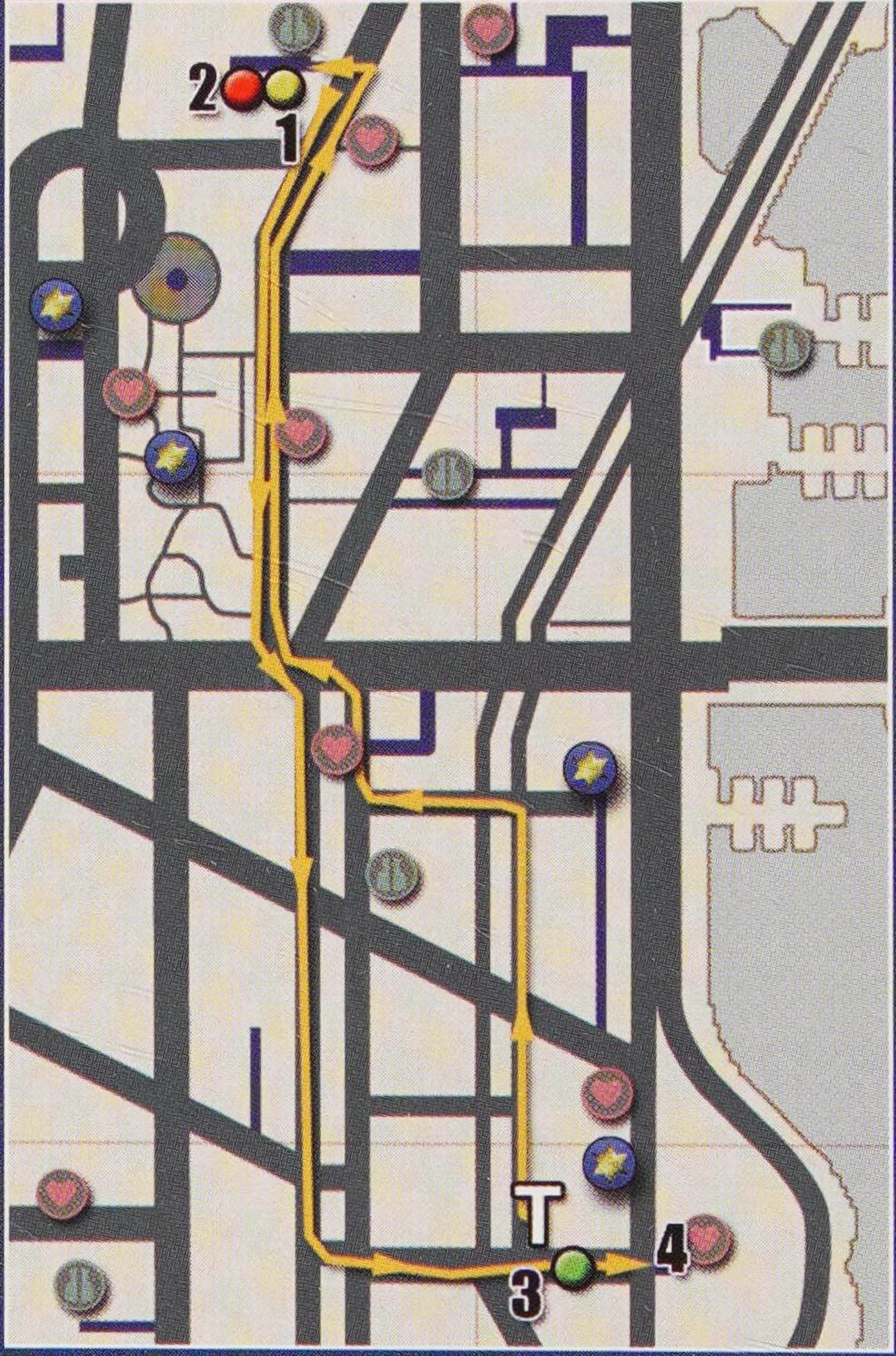
UNLOCKS: With this mission complete, as well as Love's mission, No Money, Mo' Problems, 8-Ball finishes the hardware and Love's mission, Bringing Down the House, becomes playable.

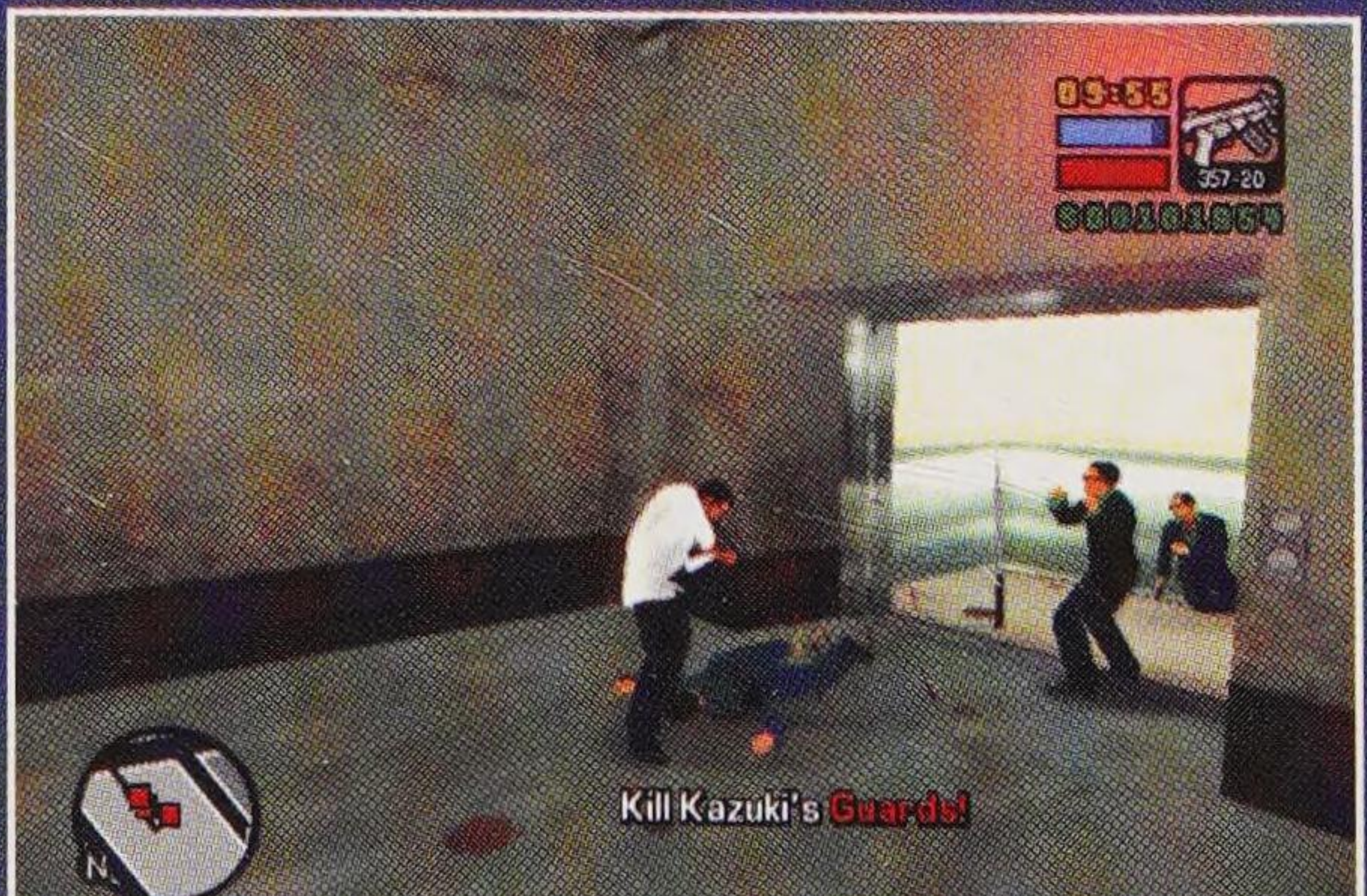


TOSHIKO'S in the bath, preparing for what she believes are her final hours. Her husband is on to them. He's gathering men in Belleville before he comes to the apartment to finish them both off. Toni decides not to wait around for his execution. He leaves to find and kill Kazuki before he can harm Toshiko or himself.

HEAD OVER TO KAZUKI'S PLACE AND KILL HIM.

Follow the yellow blip to Kazuki's place **(1)**, just north of Belleville Park. This is the location of the *Grand Theft Auto 3* protagonist's Staunton Island safe house. When you've got all the Health, Armor and heavy weaponry you can carry, pull up beside the yellow marker near the garage. Select the AK-47 or M4 before entering the marker.





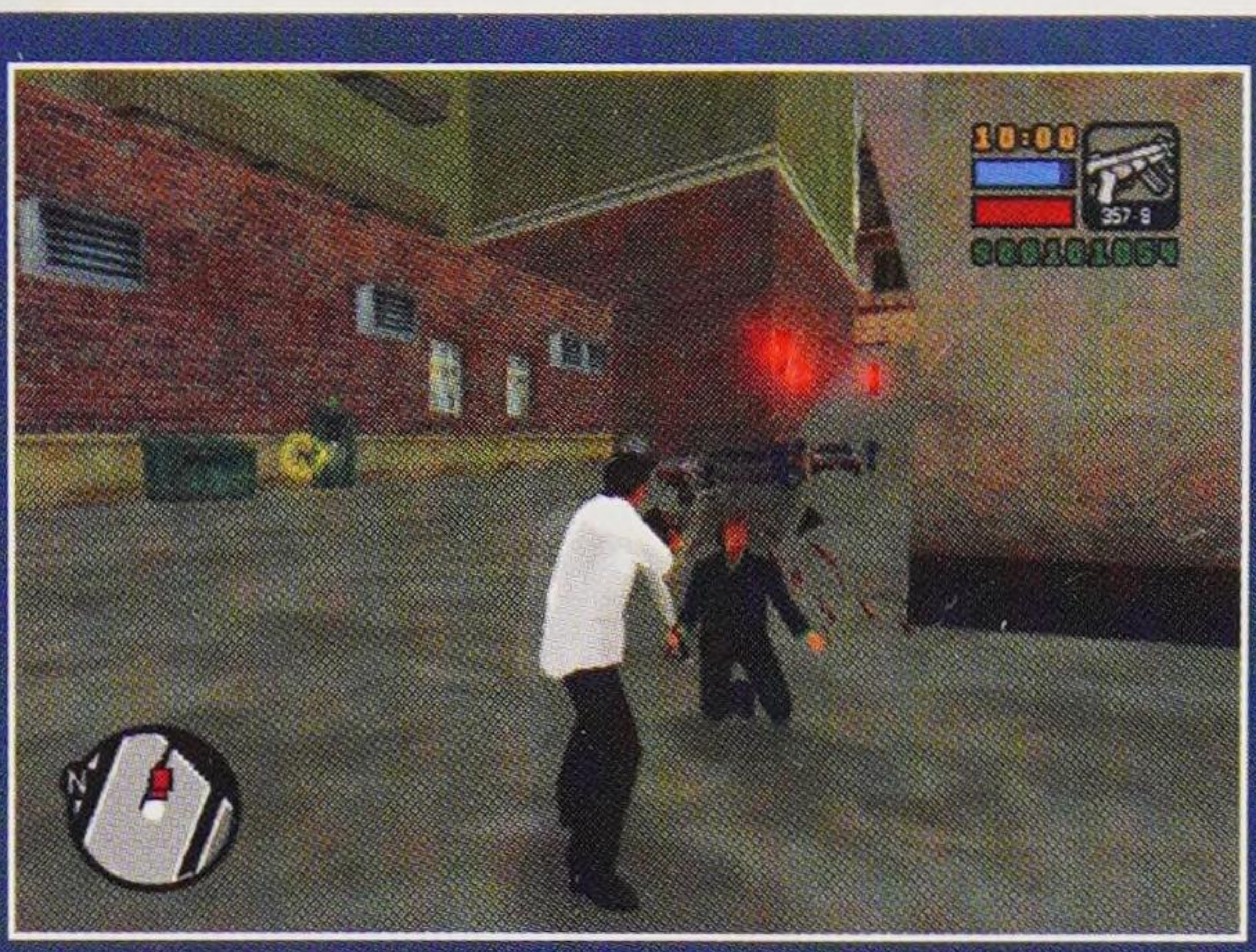
In a cinematic, Toni walks up to the elevator door **(2)**. A couple of Yakuza Stingers block the exit to the alley. The elevator door opens, revealing three of Kazuki's guards. The moment control returns to you, auto-target all three of these guards by shifting through the target selections while shooting. Mow 'em down, then spin around to take out the guard sneaking up on you from around the wall to the right. Auto-target and shoot the distant Yakuza near their Stingers. Kazuki escapes in a helicopter once the last Yakuza in the alley falls.

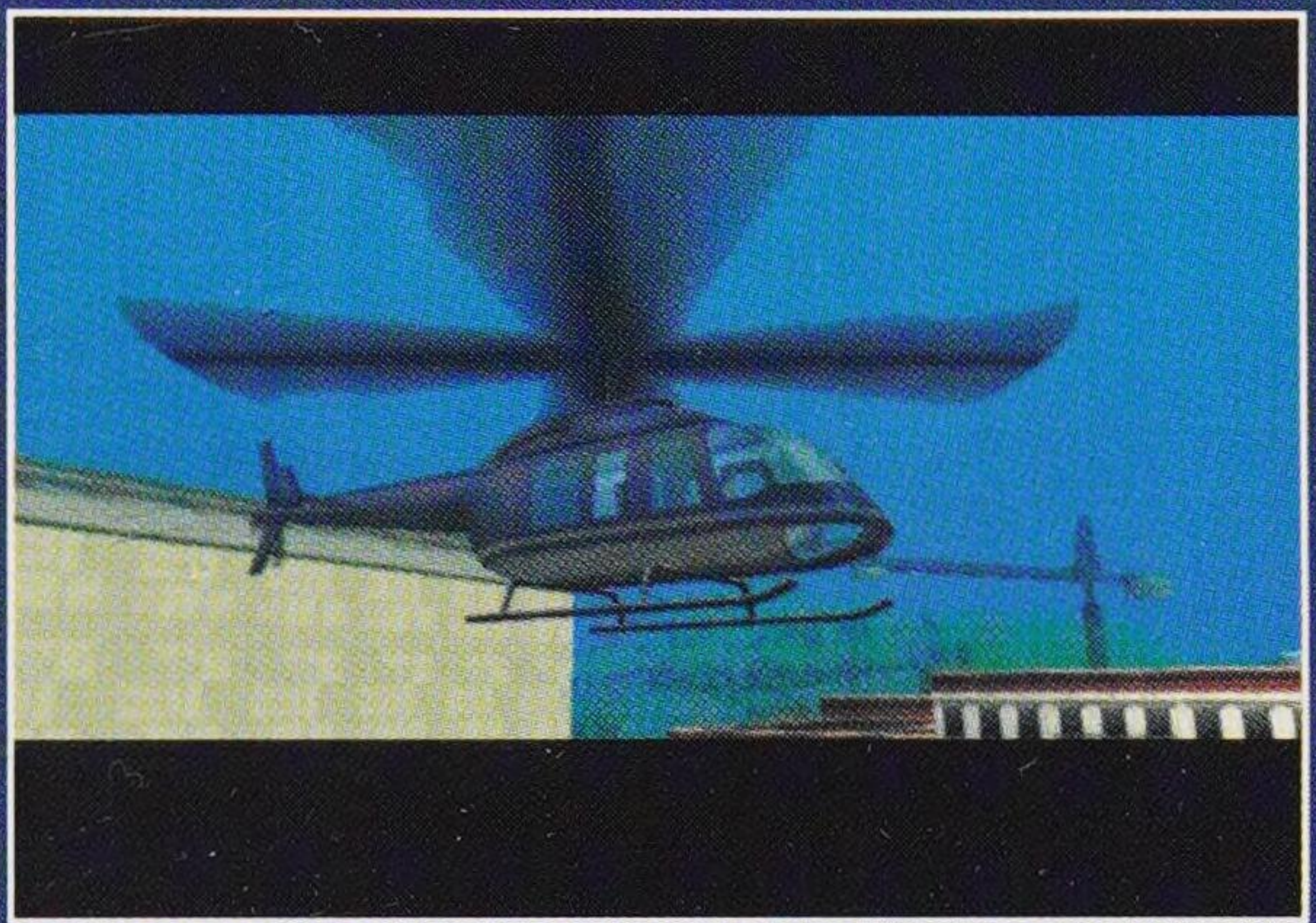
KAZUKI'S HELICOPTER IS HEADED FOR THE CASINO.

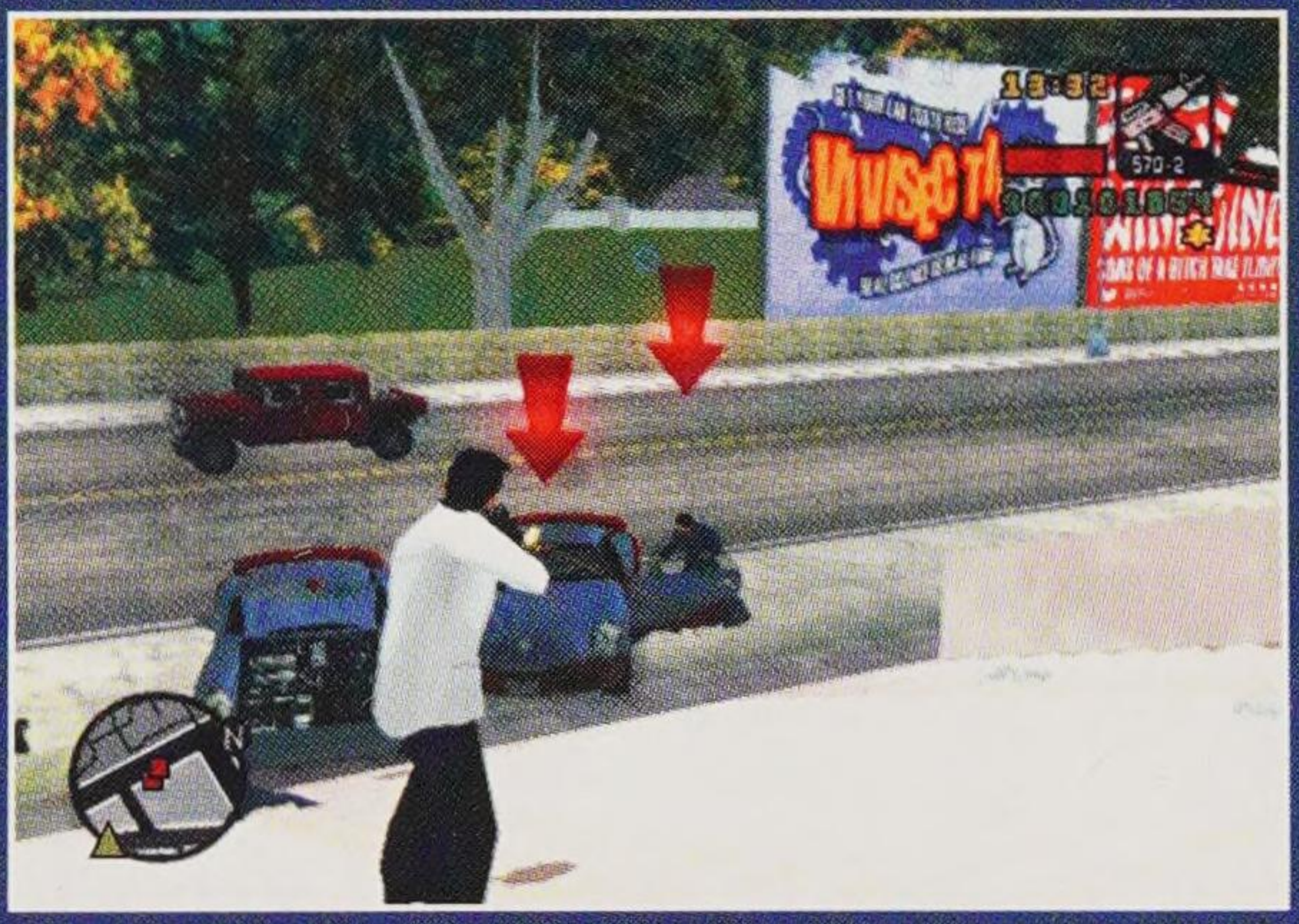
Before you leave the alley, consider grabbing the Armor in the corner near the exit and the submachine gun between the dumpsters. Jack a vehicle. More Yakuza give chase the moment you leave the alley. Speed toward the new yellow blip on the radar, representing Kazuki on the casino rooftop. When the three pursuing Yakuza Stingers catch up to you, stop and exit your vehicle and rocket the swarming Yakuza Stingers. Alternatively, gun down the gang members with the M4 as they leave their vehicles.

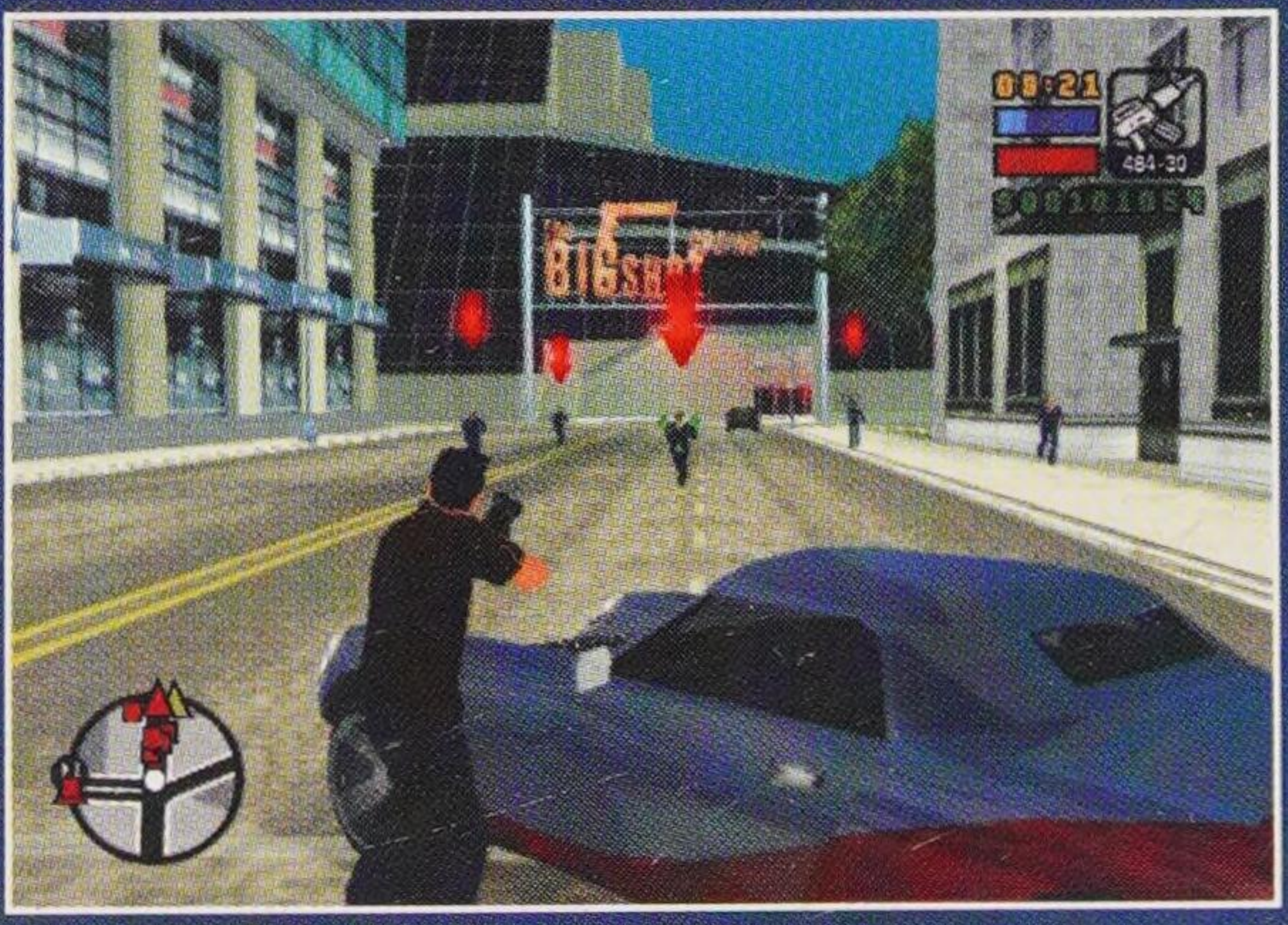
CLIMB TO THE ROOF OF THE BIG SHOT CASINO.

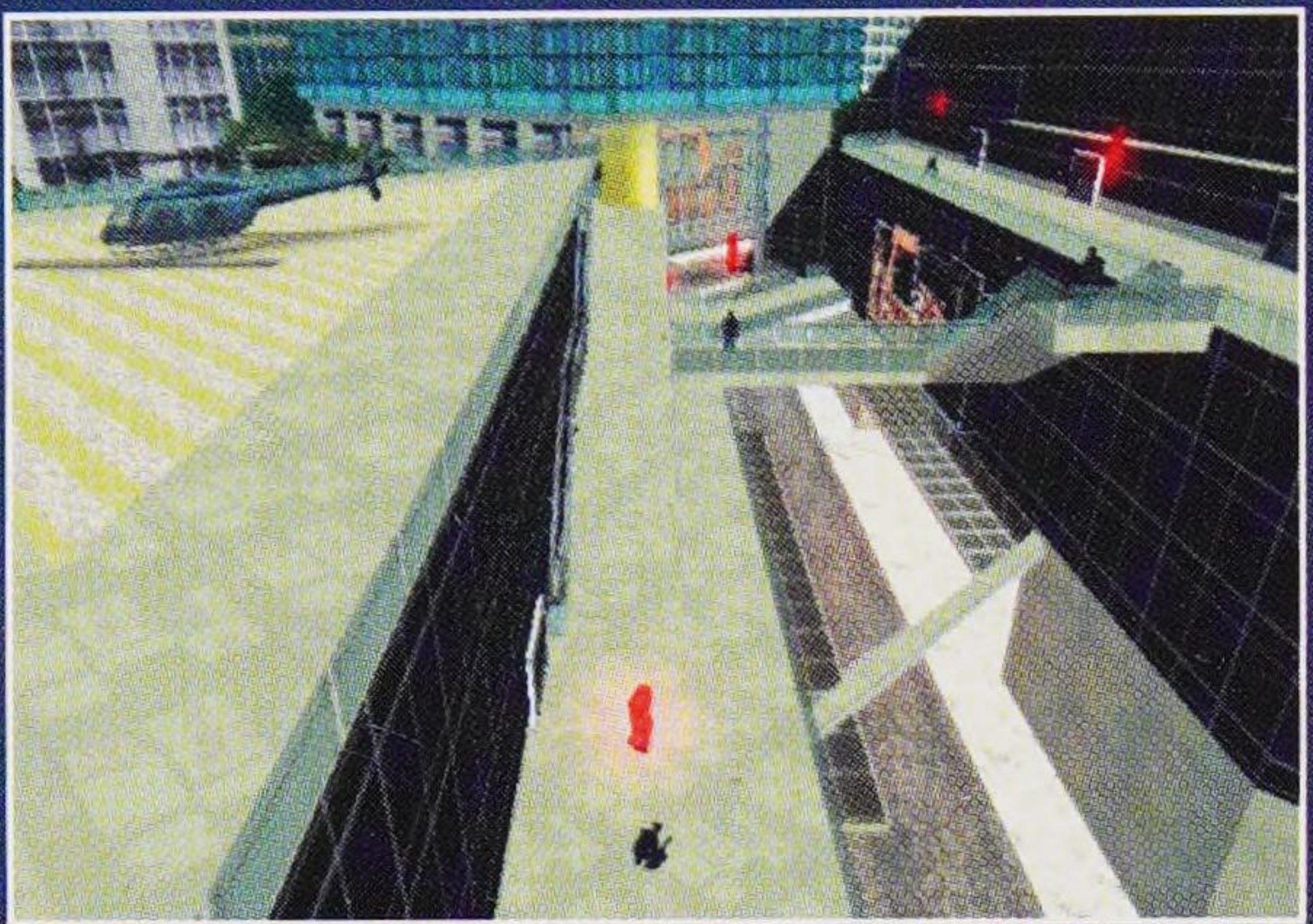
The casino in Torrington is swarming with Yakuza gunmen. Park a half a block away **(3)** and use the sniper rifle to clear every enemy in sight, then move in closer with the M4 or AK-47 in hand to mop up the stragglers. A couple of men can be sniped off the stairs and connecting high walkways of the casino from a ground position. Find the Health power-up under the casino's first flight of stairs. There's no time limit, so fully replenish your Health and Armor if necessary (the closest Armor power-up is on the rooftop of the tall building across from Phil's shop).



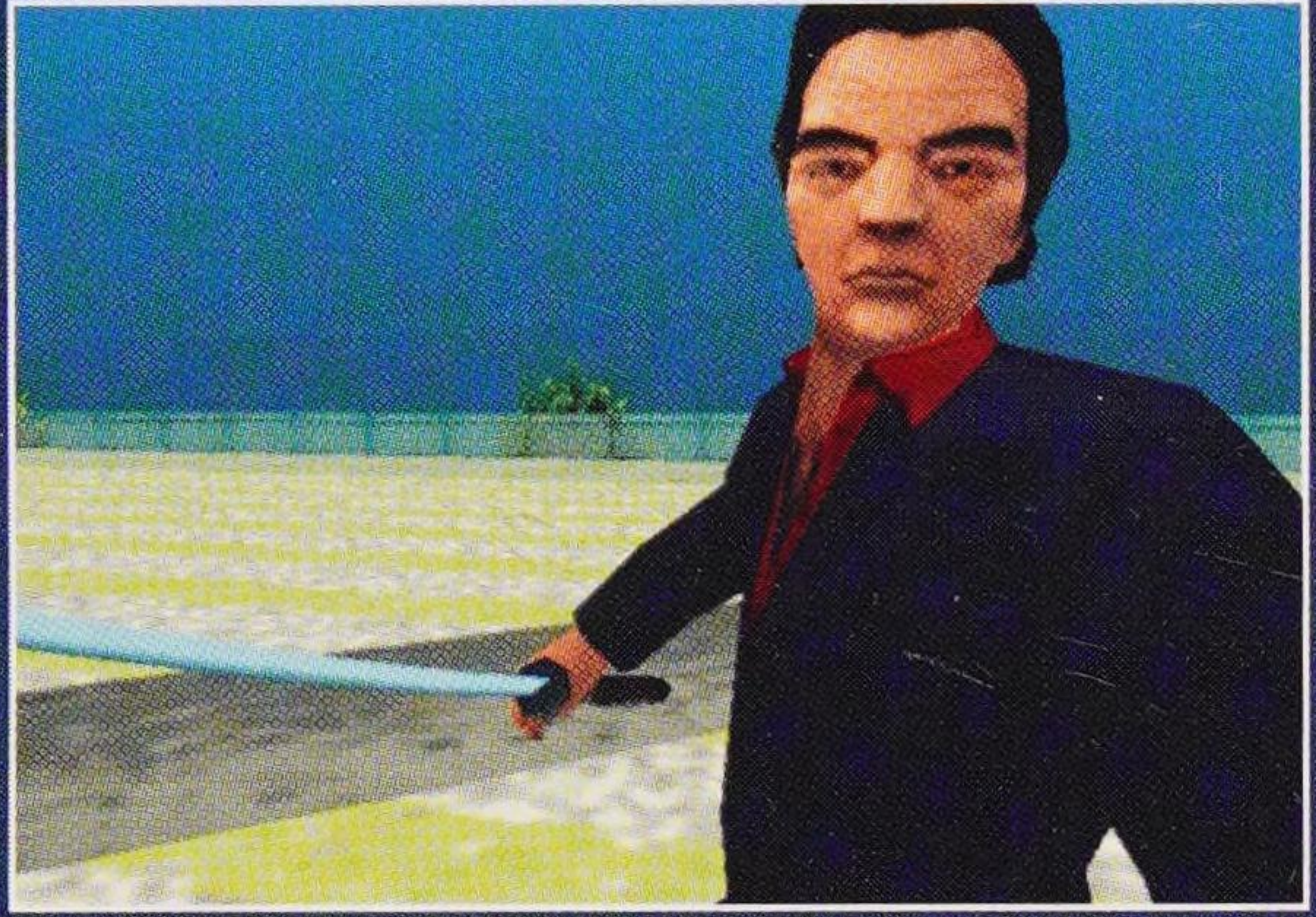






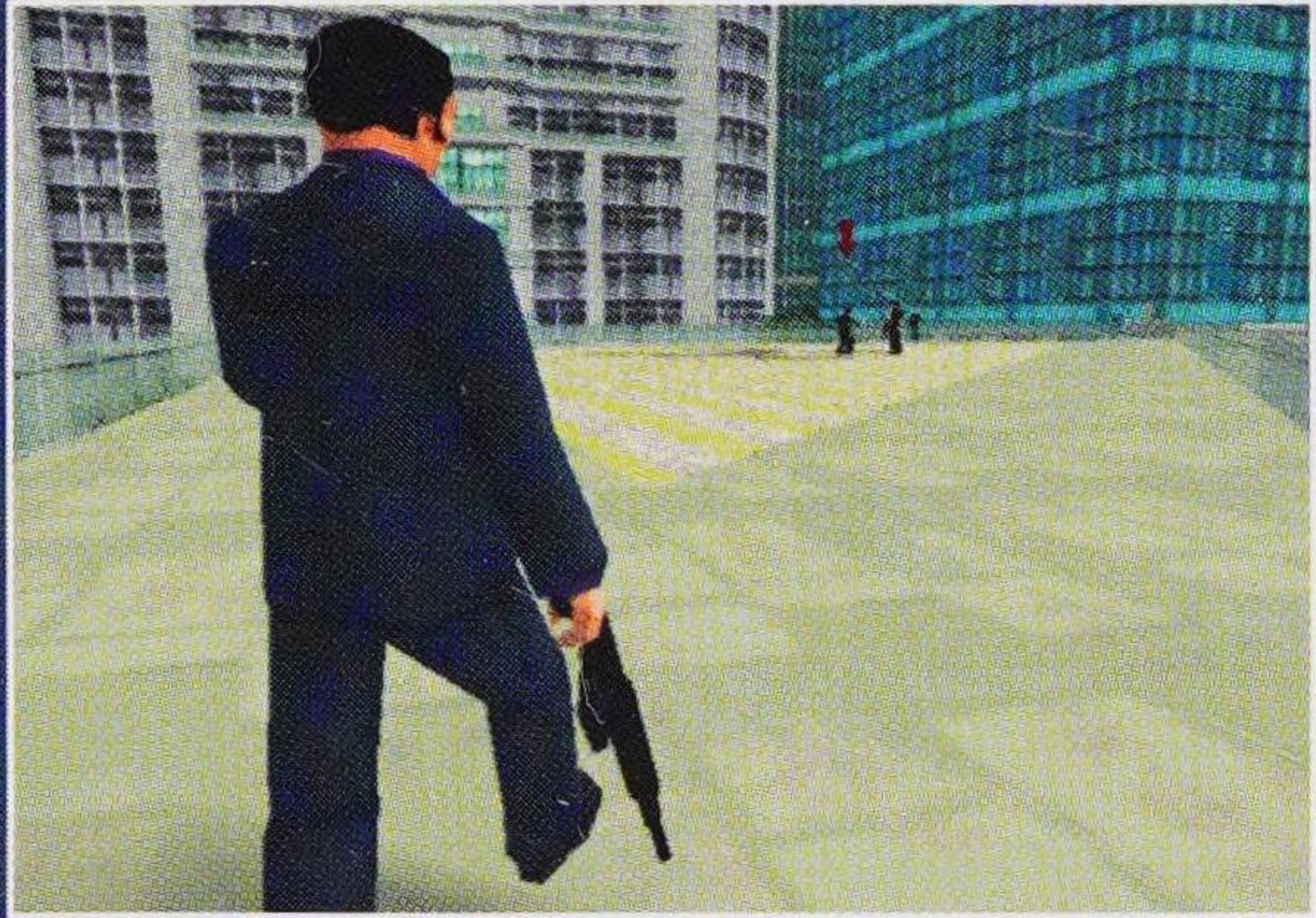


Climb the casino's first flight of stairs and stop just before reaching the top step **(4)**. Select the sniper rifle and pick off every visible guard on the network of stairs and walkways. Snipe the crouching guard near the next set of steps; aim at the top of his head over the glass rails. Climb the stairs where this crouching guard was posted and shoot the next guard on the distant upper walkway to the right. Select the .357 before entering the yellow marker on the rooftop—if you don't have one, then go with an AK-47 or M4 instead.



KILL KAZUKI.

Kazuki stands on the rooftop ready for battle, Samurai style. He holds a Katana and is prepared for an honorable fight to the death. There are two armed Yakuza gunmen at his side packing M4s. When the battle begins, these goons stand at far corners on the rooftop, ready to fire if you chose to use a firearm on their boss. They all expect you to go head-to-head with Kazuki with a sword of your own.



Screw honor. Shoot Kazuki once with the .357 to put him on the ground, then quickly turn and auto-target one of the gunmen and fire. One bullet will take him out. Run to create distance between yourself and Kazuki, who is now getting up off the ground and chasing you. Turn and put another bullet in him. Use the Armor power-up on the rooftop if you get shot or sliced, then turn and shoot the last gunman on the rooftop. Put a couple more bullets into Kazuki to finish him off. If you don't take out his guards first, Kazuki eventually orders them to fire on you even if you choose to fight honorably with a melee weapon.

Go to Toshiko's apartment.

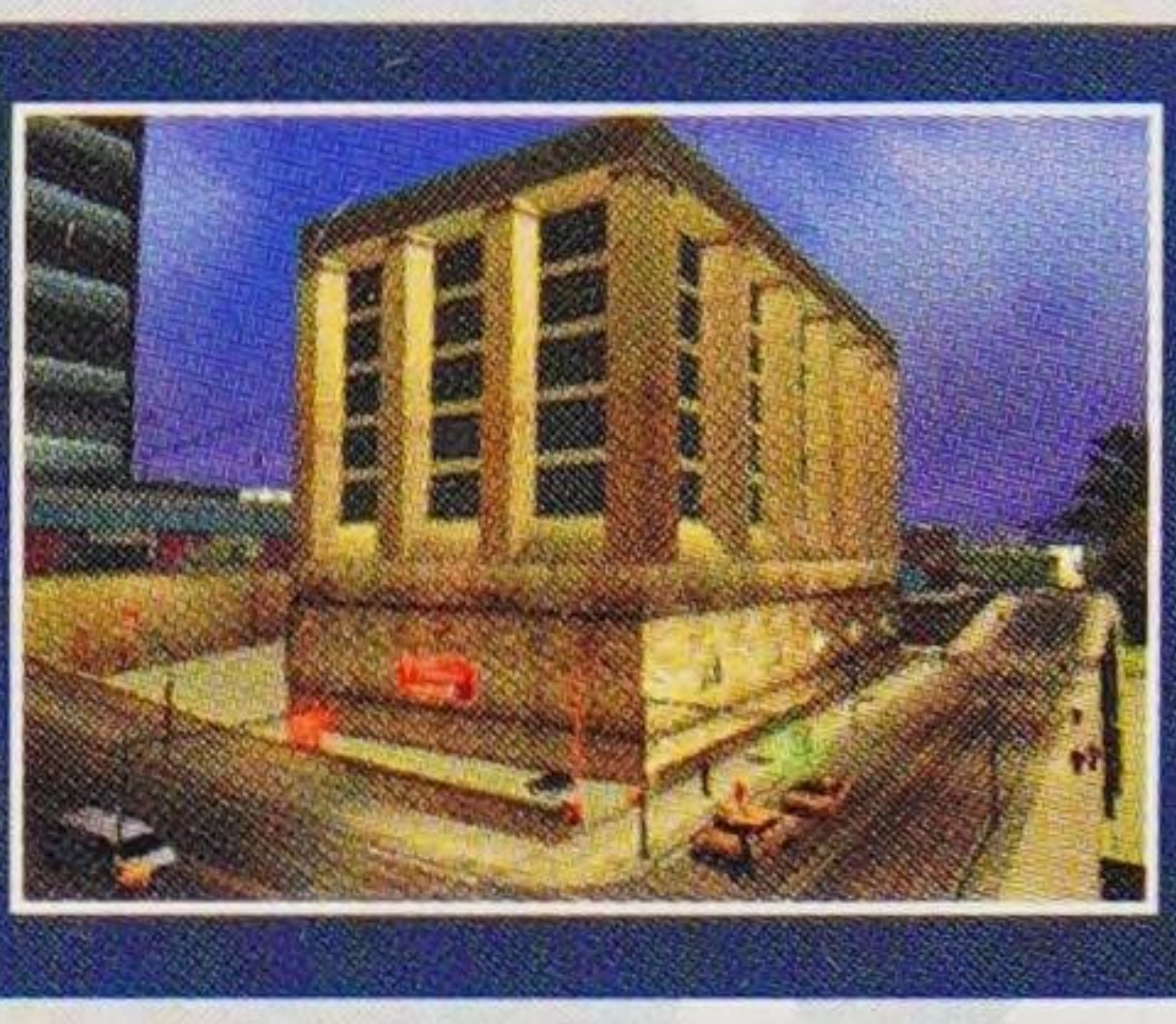
GO TO TOSHIKO'S APARTMENT.

After killing Kazuki, you find his Katana in your hand. You must take this sword to Toshiko to prove that her husband is truly dead. You will most likely have a Wanted Level by now, but her place is only a block away. Reaching the yellow marker in front of her apartment should be no problem with two stars. The ending cinematic for Toshiko's mission strand is so totally wicked that we won't spoil it for you. Enjoy the unexpected results of your teamwork!

SHORESIDE VALE

DONALD LOVE

DONALD Love's Shoreside Vale mission strand becomes available after completing Salvatore's mission, *Dead Reckoning*. Donald uses his last dime to call Toni from a flop house, begging for help.

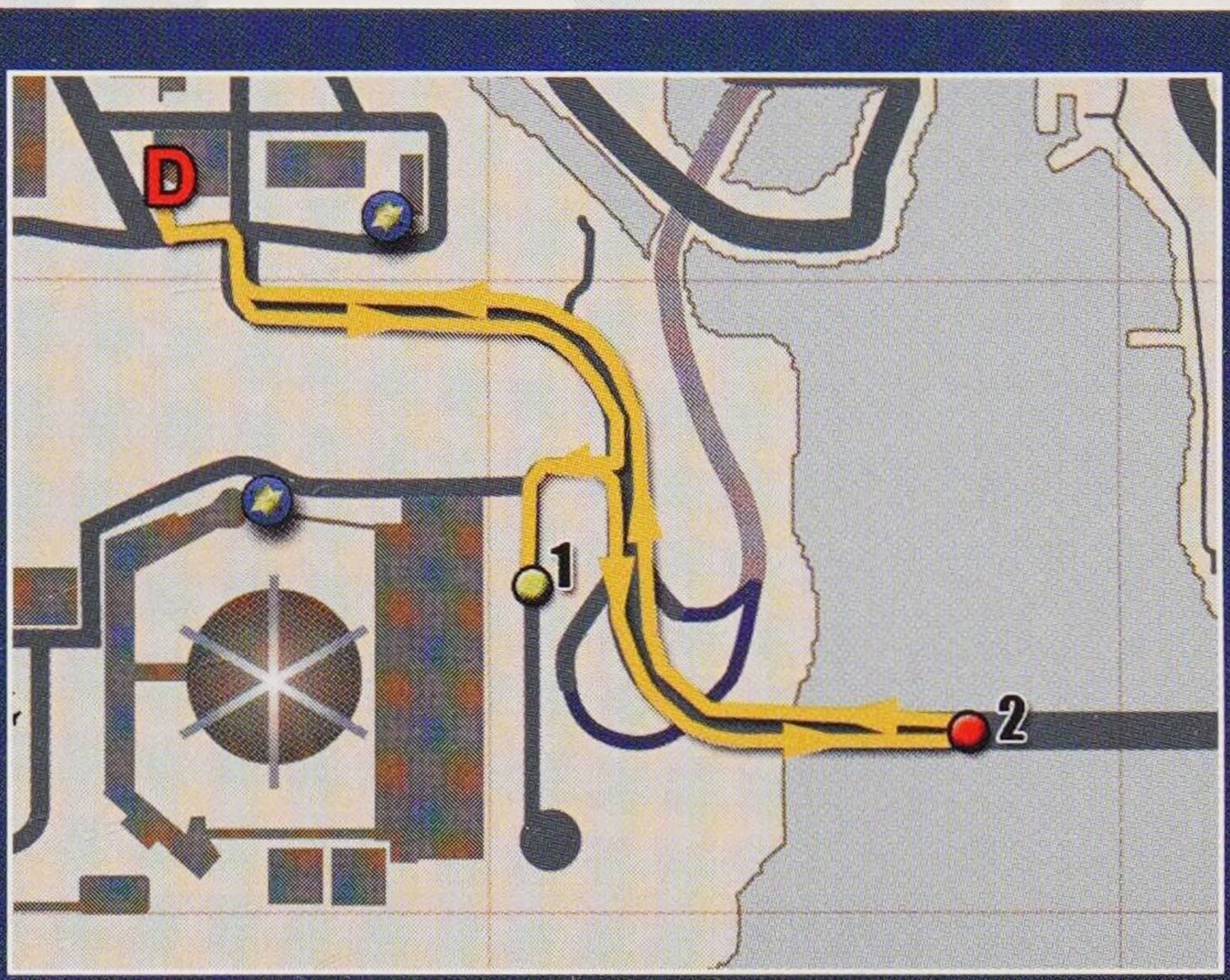


THE PANLANTIC LAND GRAB

REWARD: $3,000

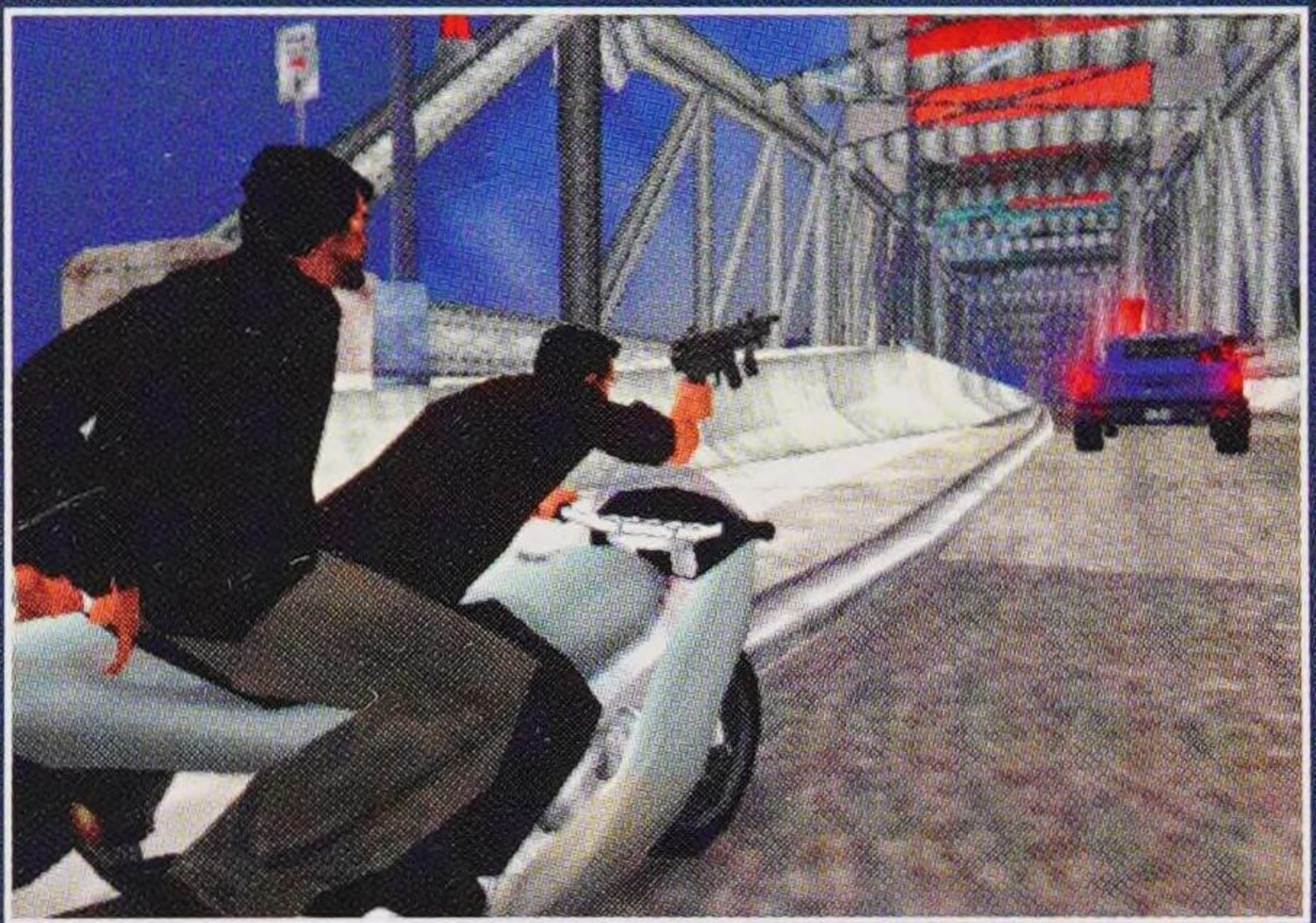
UNLOCKS: Stop the Press

TONI visits Donald in the Pike Creek flop house where he finds him completely dejected and flat out broke! Donald adamantly apologizes for insulting Toni earlier. Just before leaving him there to rot, he offers 10% of a deal he says is going to be huge. This sparks Toni's interest and the two leave the facility together.



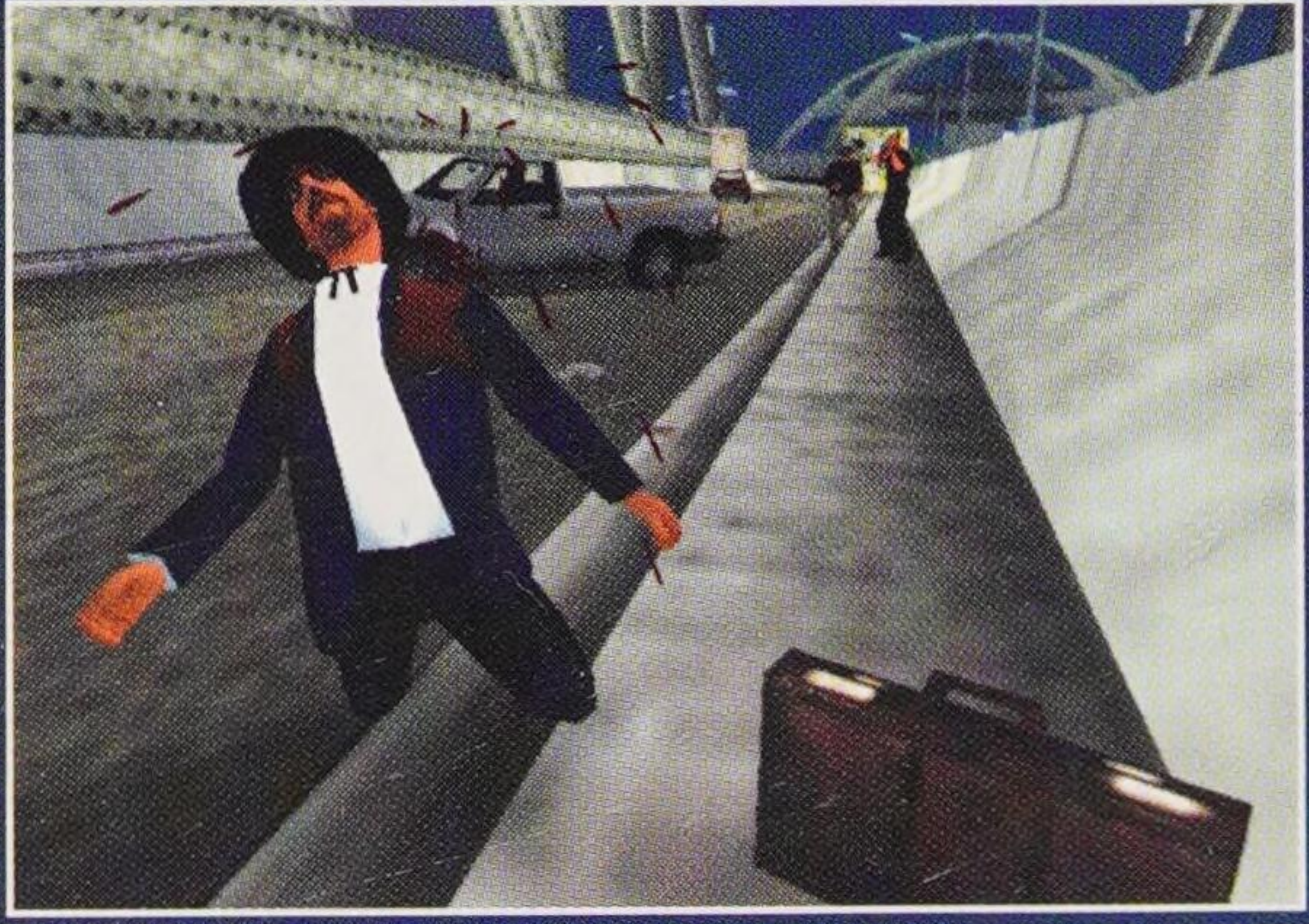
TAKE DONALD TO THE AIRPORT.

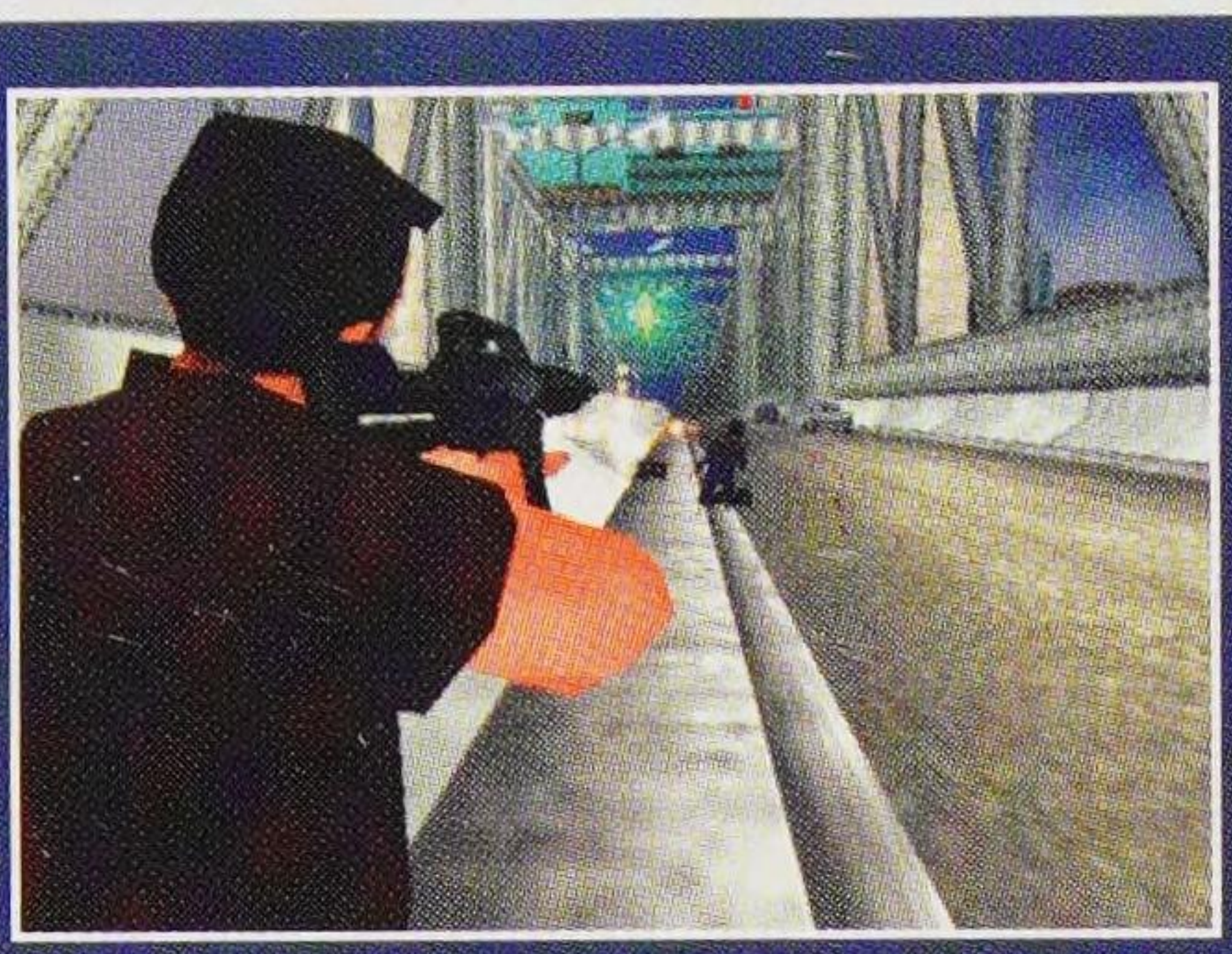
You can usually find a Perennial parked in the lot behind Donald's Pike Creek "home" **(D)**—take it if you're really hurting for a vehicle. There's also a Hidden Package beside a dumpster back there. It's best to have any variety of motorbike and a submachine gun for this mission. It gives you the ability to perform a forward drive-by, which makes things a little easier. If you weren't riding a bike at the start of this mission, then look for one now while following the yellow blip on the map to Francis Intl. Airport **(1)**.



KILL AVERY CARRINGTON, THEN GET HIS PLANS AND RETURN TO THE FLOP HOUSE.

Pull into the yellow marker at the airport and Donald's ex-mentor, Avery Carrington, leaves in a white pickup truck. He's carrying real estate plans for the Panlantic Corporation. You must kill Carrington and steal those plans. Avery is flanked by two Cartel Cruisers packed with armed Colombian Cartel.





You should be able to take Avery out before crossing over into Staunton **(2)**. If you destroy the vehicle, the plans will burn up in the wreckage. When Avery bails, jump off the bike and gun him down. Take the plans and head back to Donald's "home." Follow the yellow blip back to the flop house.

STOP THE PRESS

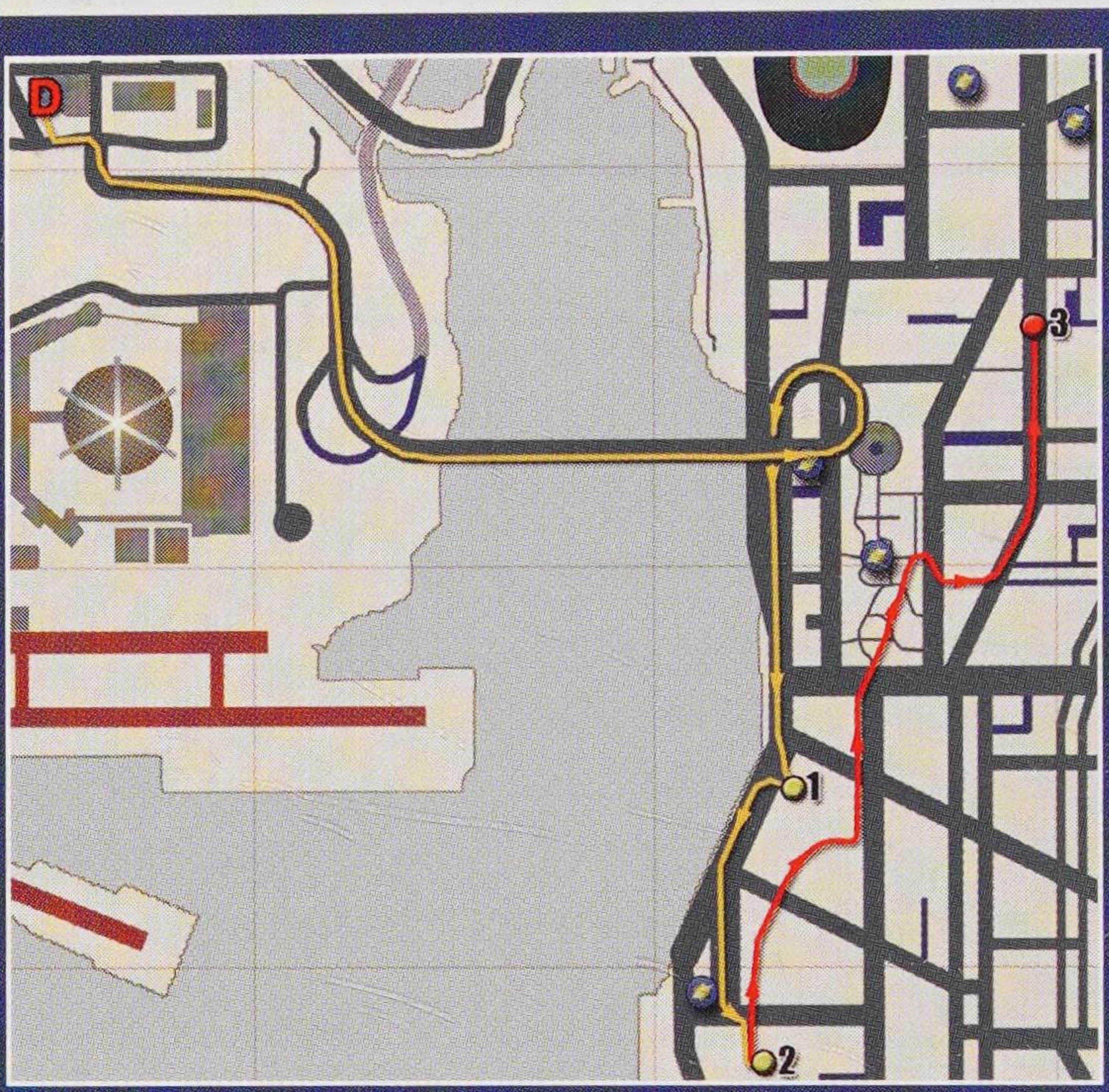
REWARD: $2,000

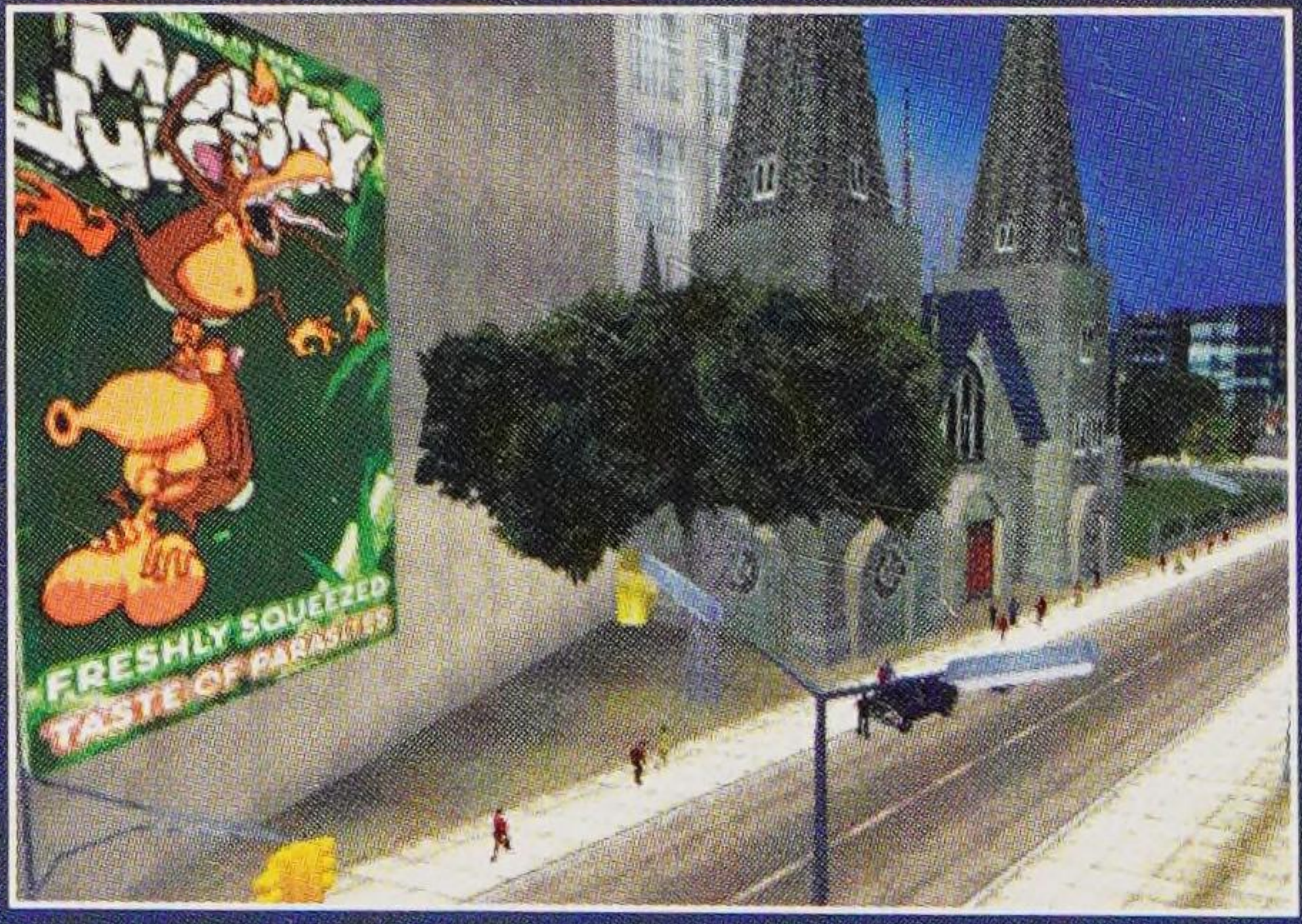
UNLOCKS: Donald's mission, Morgue Party Resurrection (but only if all the Confessional missions on Staunton are complete).

DONALD'S in a panic! He says a reporter witnessed them killing Avery. He's even got photos! The reporter is none other than your pal, Ned Burner. He's still hanging out around the church in Staunton Island. Love wants those photos—and that reporter dead.

GO TO CHURCH ON STAUNTON ISLAND.

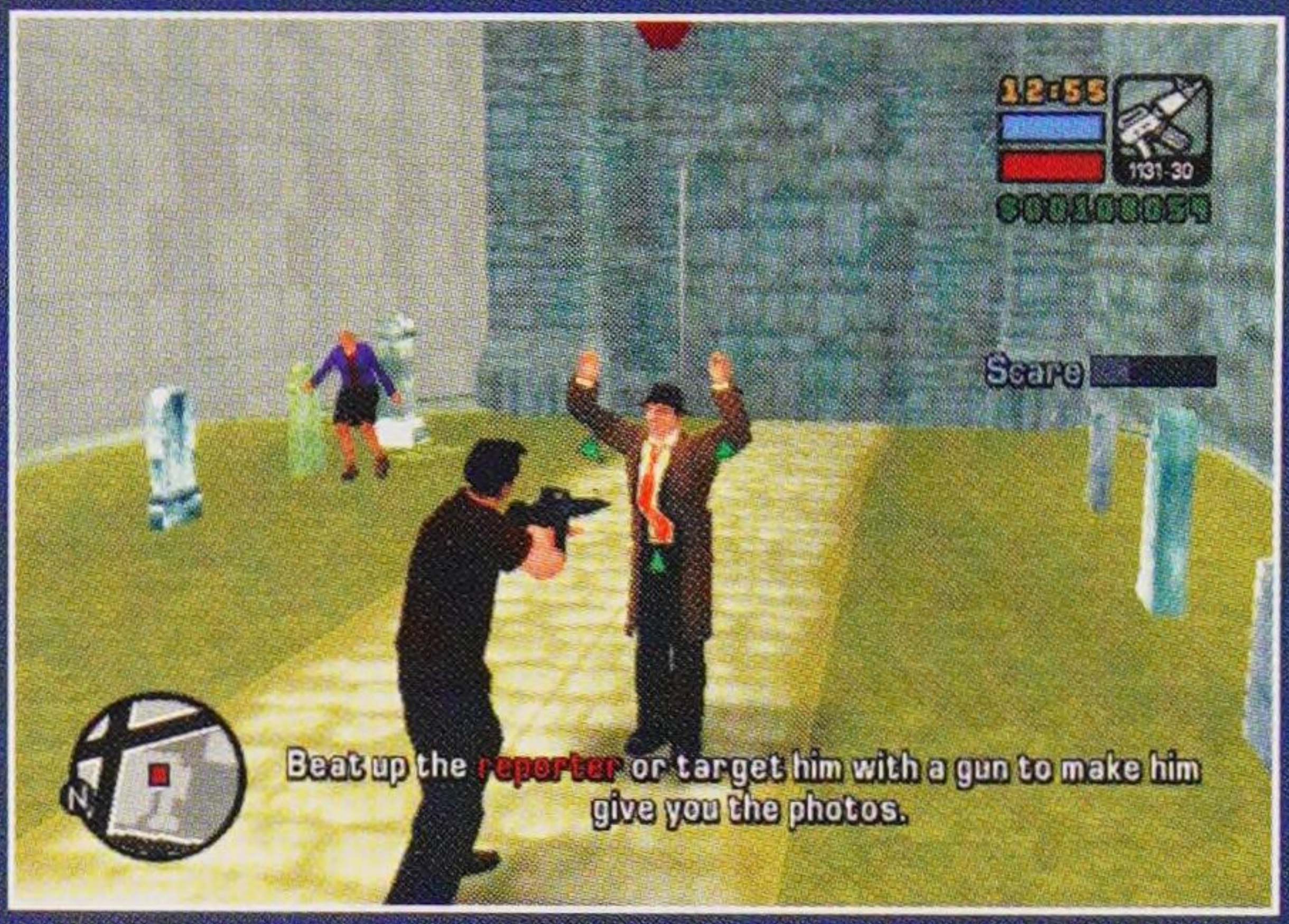
Jack a vehicle and head to the yellow blip on the radar. You'll end up at a church in Bedford Point. The yellow marker is beside the church in the small opening that leads to a long and narrow graveyard in the back **(1)**.





SCARE NED INTO GIVING UP THE PHOTOS.

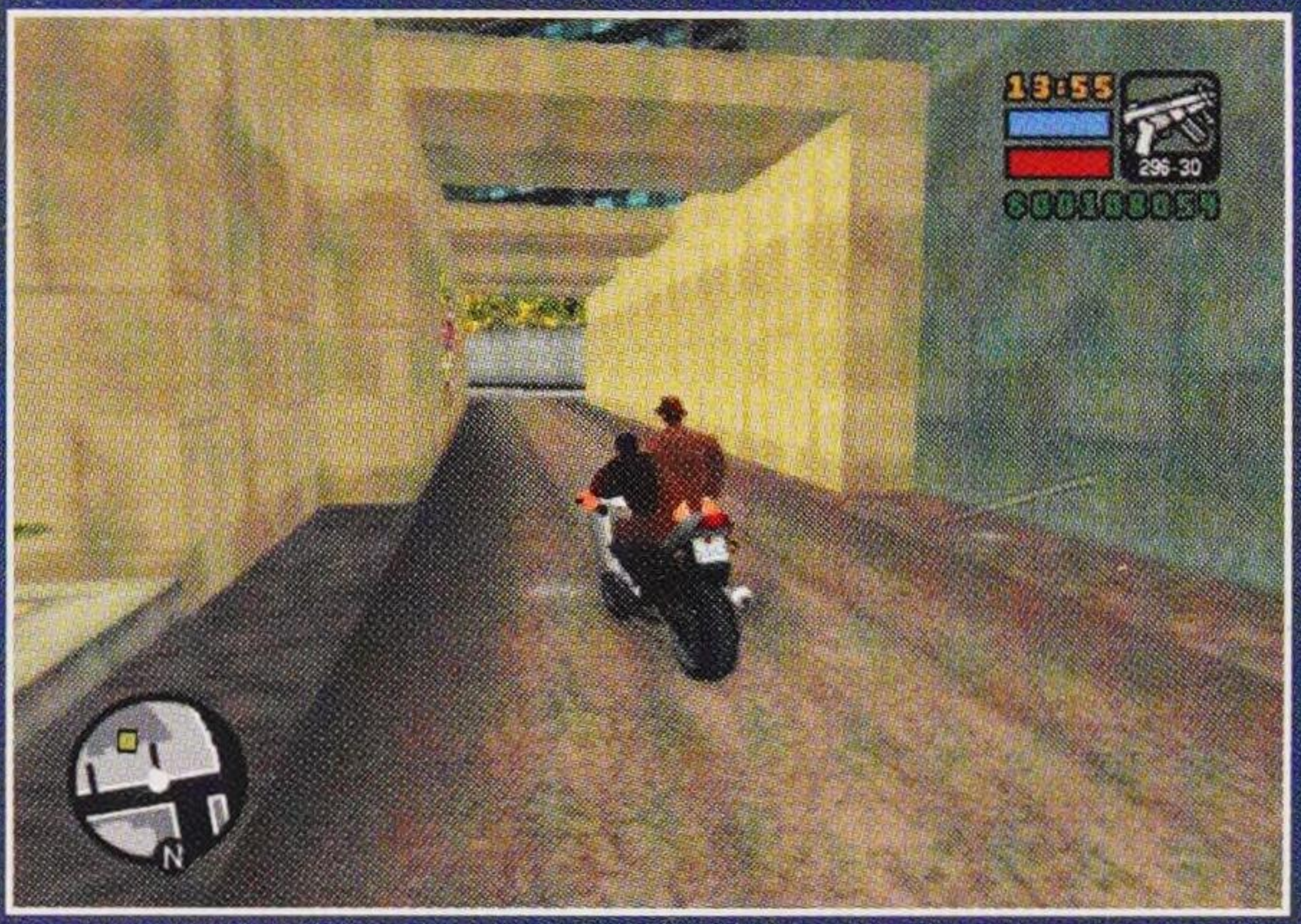
In a cinematic, Toni demands the incriminating photos from Ned Burner. Ned plays dumb. When control returns to you, pull out any weapon and use the auto-targeting button to target Ned. Hold this target, but do not fire. As you hold the gun on Ned, a Scare meter on the right side of the screen fills. When it's completely full, Ned finally gives in. If you don't have a weapon with you, you can get the same results by continually punching Ned. He eventually makes a confession of his own, revealing that he stashed the photos in his lock-up.



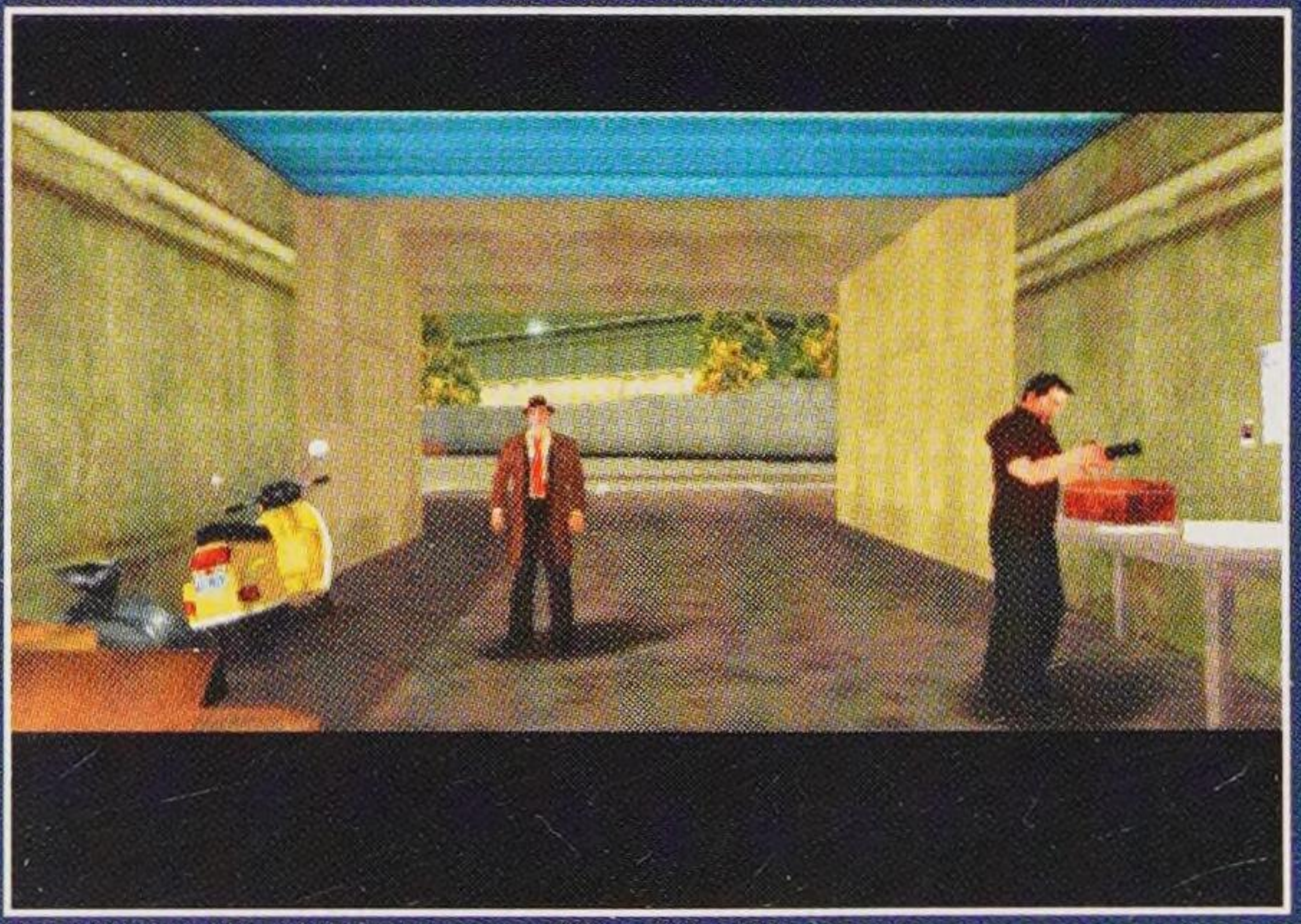
Beat up the reporter or target him with a gun to make him give you the photos.

GO TO NED'S LOCK-UP.

Having finished all the Ned Burner "Confessional" missions, you should already have a pretty good idea of where his lock-up is located **(2)**. The only problem is that you must bring Ned with you. This could lead to problems. Once the meter is completely full, though, and Ned is in the car, it will cease to drain.



Follow the yellow radar blip to the yellow marker behind the Liberty City Tree building—the same place you ended up at the end of most of Ned's missions **(2)**. Once in the marker, Ned and Toni enter the lock-up together. While Toni is distracted with the camera, Ned takes off on a Faggio.



KILL NED BURNER.

When Ned flees, you find yourself standing next to another Faggio. Avoid the temptation of a quick fix to your vehicle needs. Instead, look for the vehicle you arrived in. It's best to have a bike to perform forward drive-bys, but a car works great for ramming purposes.

Follow the red blip on the map to catch up to Ned. His escape route is marked in red on our mission map. If he gets too far away, the mission is failed. The advantage to having a bike (and even the Faggio, for those of you who like this scooter) is the ability to negotiate the tight spots that Ned has you follow him through. However, you can still stay close by using the nearby roads if you're in a car.

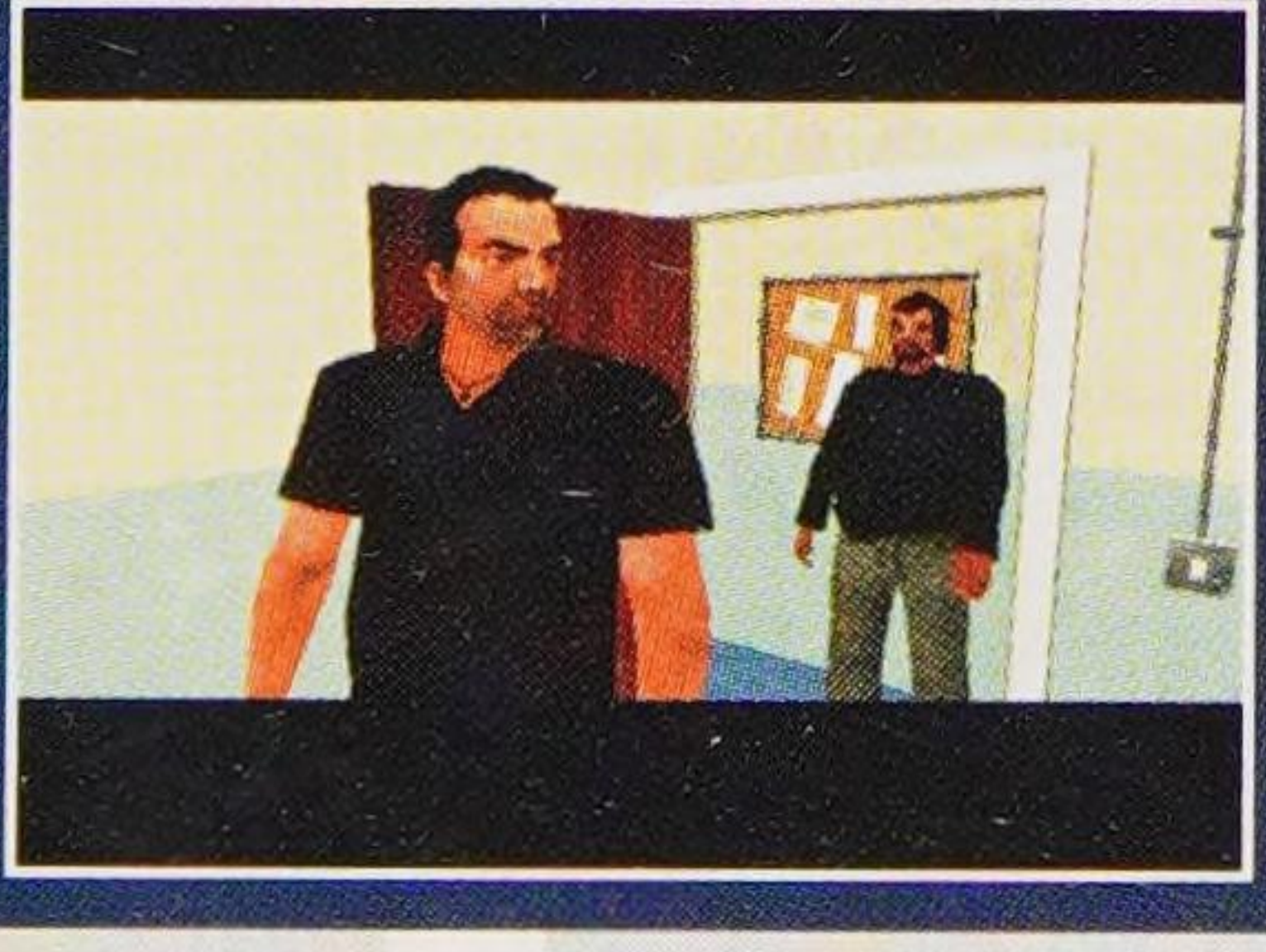
Ned's got a death grip on the Faggio's handlebars. It's remarkably difficult to dismount Ned from this wimpy scooter by just bumping into him with a vehicle. Instead, use drive-bys to take him out. Once Ned's dead, the mission is complete. If you can't throw him off or shoot him by the time he reaches the carpark near your safe house **(3)**, he's usually thrown from the scooter automatically. In this case, shoot him and end the mission.

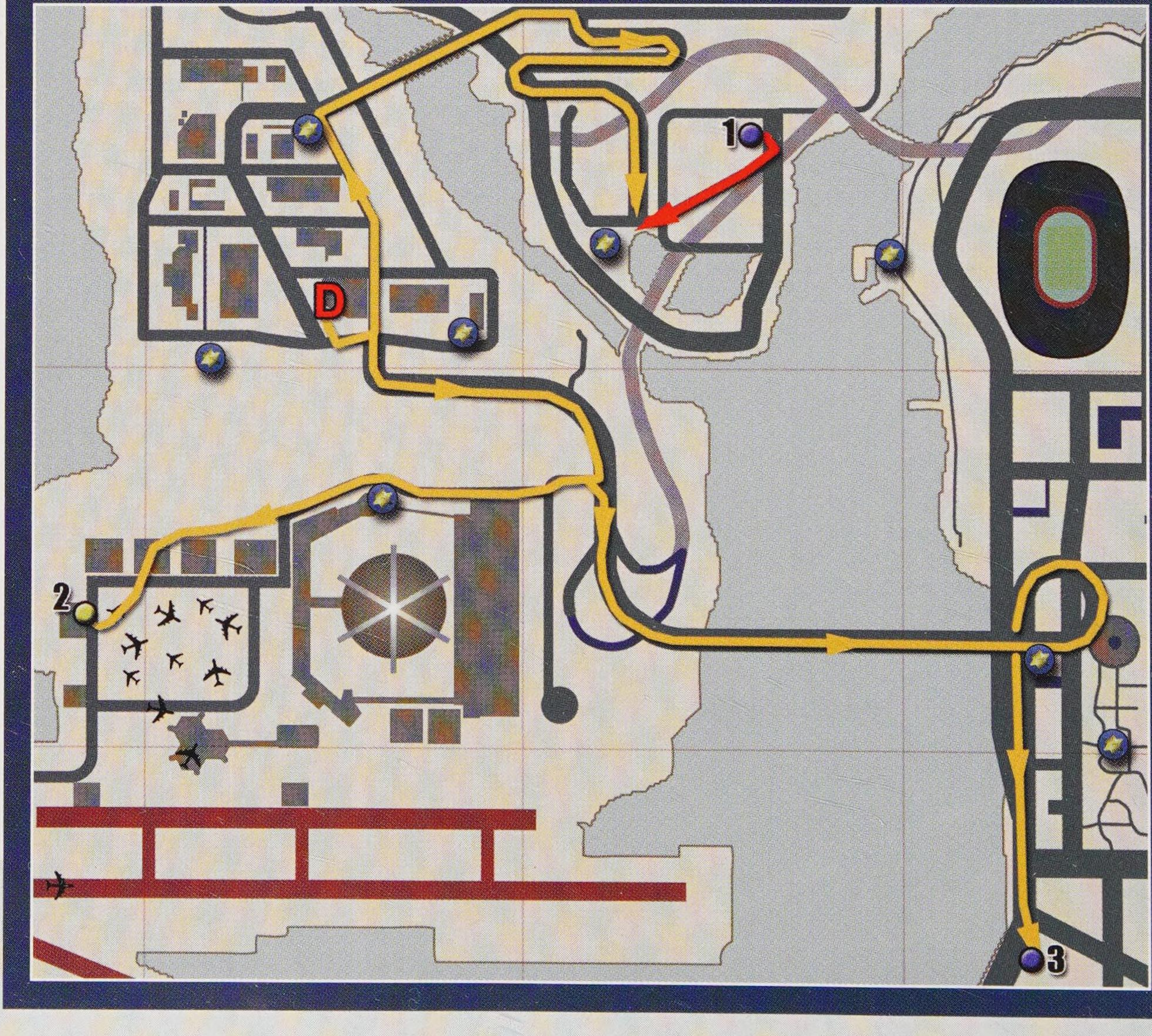
MORGUE PARTY RESURRECTION

REWARD: $2,000

UNLOCKS: No Money, Mo' Problems

DONALD Love is ecstatic! He's in the process of remaking his fortune. The Panlantic Corporation is going to pay him an astronomical sum of money to see the deal through—the deal that arose from the plans you stole from Avery. Now Donald's in the mood for a party.





FIND A CORPSE.

You must complete this entire mission in eight-and-a-half game hours. Jack a car and wait for Donald to enter. You must find a corpse. There are two blue blips on the map, the closest of which is in Wichita Gardens and the furthest is in Bedford Point on Staunton Island. The former represents Avery Carrington's corpse in the back of an ambulance. The Staunton blip is Ned Burner.

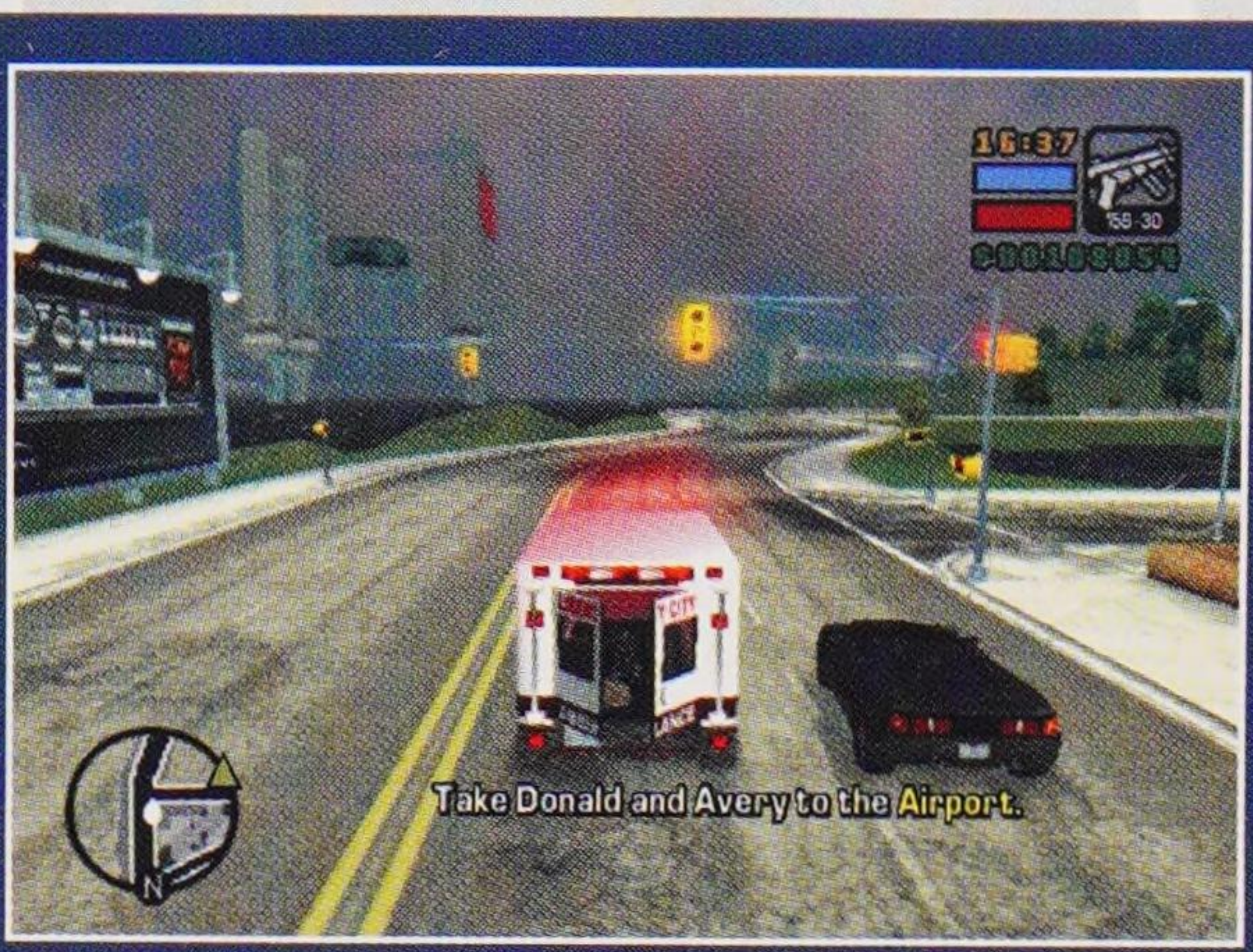
Avery's ambulance **(1)** gets moving once you approach the Wichita area. It winds up the curvy road and crosses the bridge in Cedar Grove on its way west into Pike Creek. Intercept the ambulance, then ram it or perform light drive-bys to inflict damage without completely destroying it. Once the paramedic bails, steal his emergency ride.

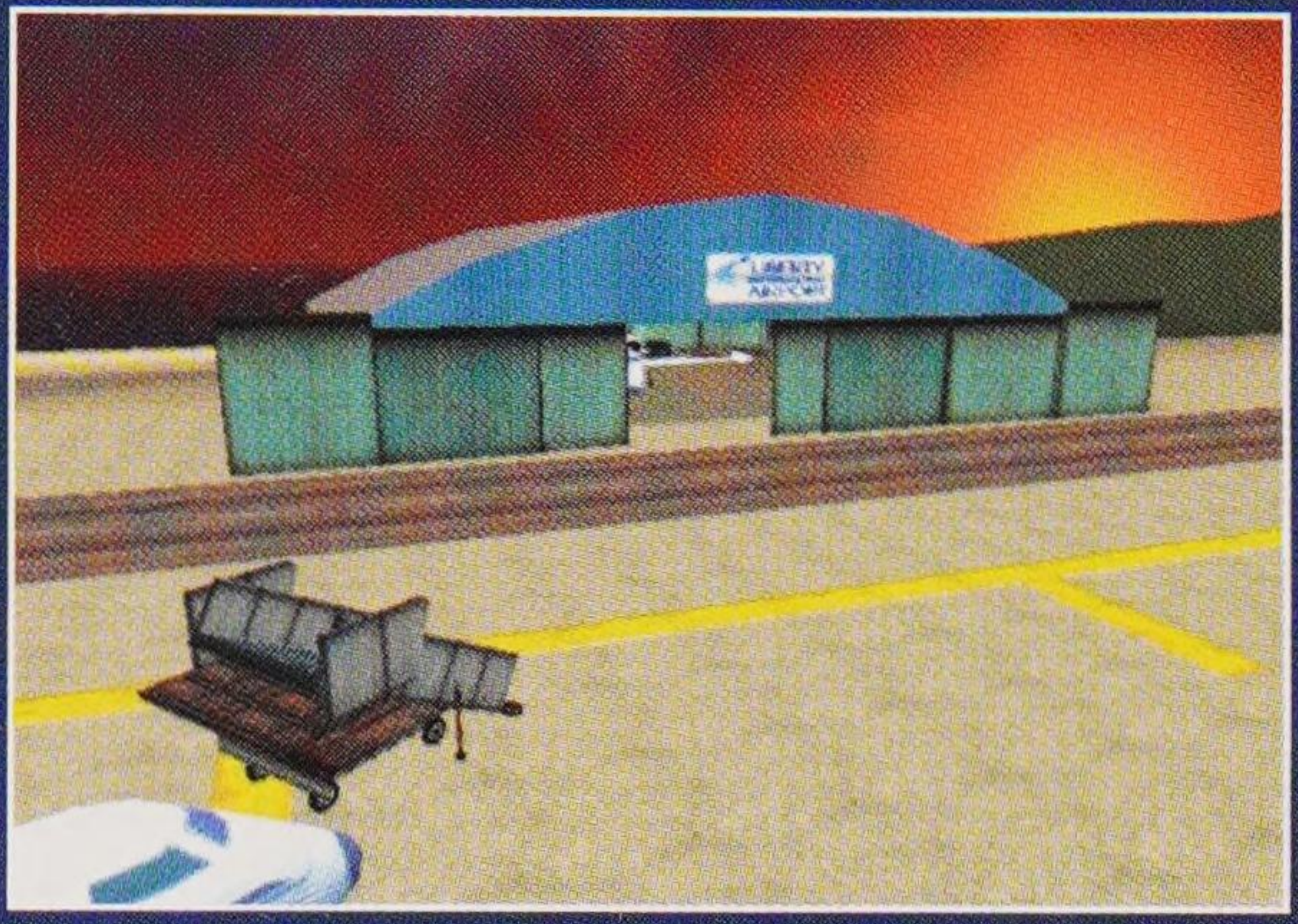
TAKE AVERY AND DONALD TO THE AIRPORT.

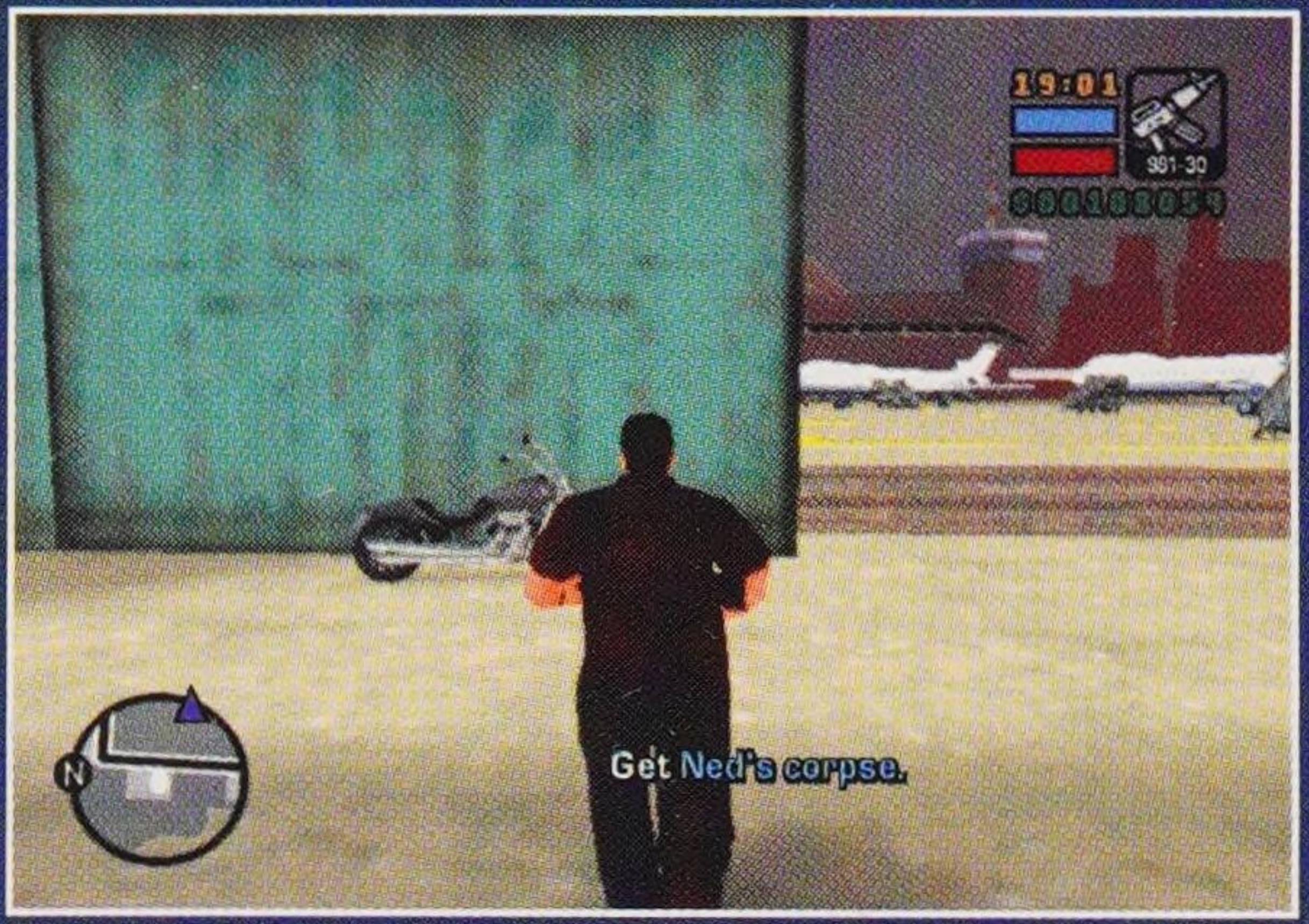
Once you're in the ambulance, you must take Avery and Donald to Carrington's private jet at the airport. A yellow blip appears inside a hangar **(2)** on the west side of the plane parking area. Drive through the barricade on the north airport road and speed through the hangar area, then pull into the yellow marker inside Avery's hangar.

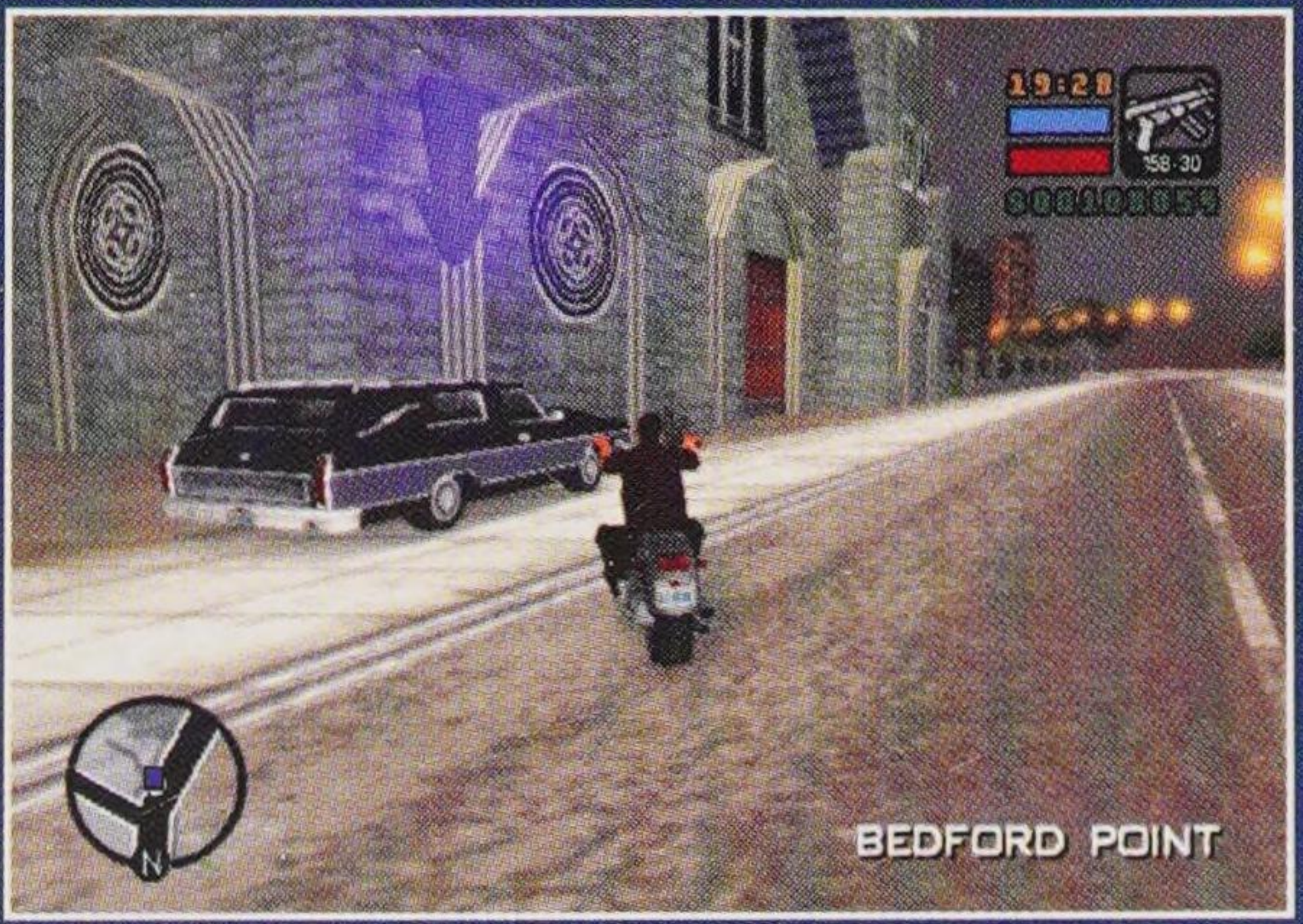
GET NED'S CORPSE.

Donald asks you to hurry and get Ned's corpse. Remember your time limit. Leave the ambulance in the yellow marker and take the Freeway motorcycle parked inside the hangar. Follow the route on our mission map for the quickest path to the Staunton church, then jump off your bike and enter the hearse **(3)** parked there.









TAKE NED'S BODY TO THE AIRPORT.

When you jack Ned's hearse, you receive an automatic two-star Wanted Level. Whip around in the street and head back the way you came. It's possible to outrun the cops if you avoid accidents and tie-ups along the way. Enter the airport hangar (again, following the yellow blip). A yellow marker appears beside the ambulance you parked earlier. Enter it to complete the mission.

Following this mission, Donald Love calls on the cell phone. To make the Panlantic deal happen, he needs you to clear some land in the Fort Staunton area of Staunton Island. He wants you to visit 8-Ball for the necessary hardware for the job. A white "8" appears on the radar and map.

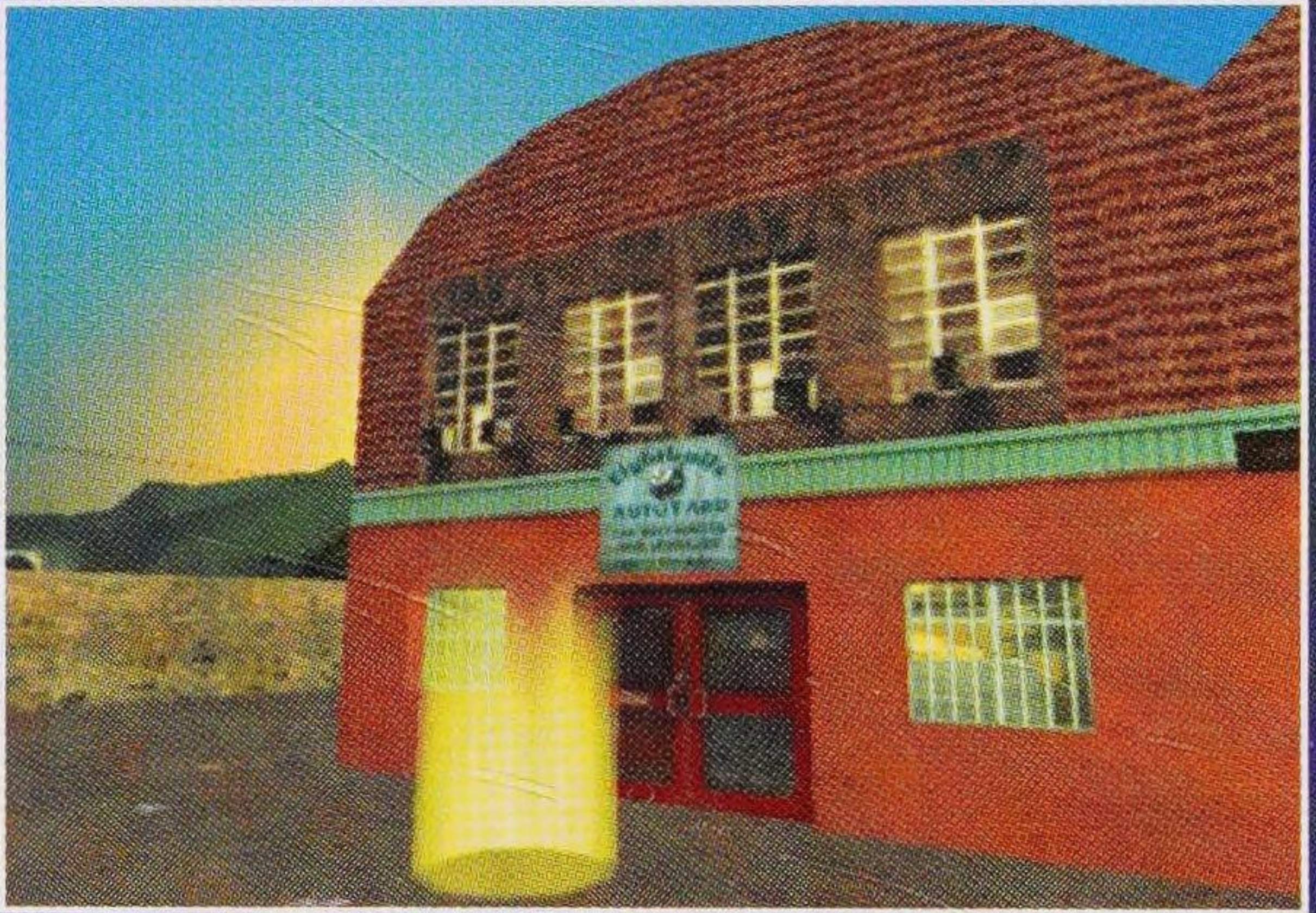
NO MONEY, MO' PROBLEMS

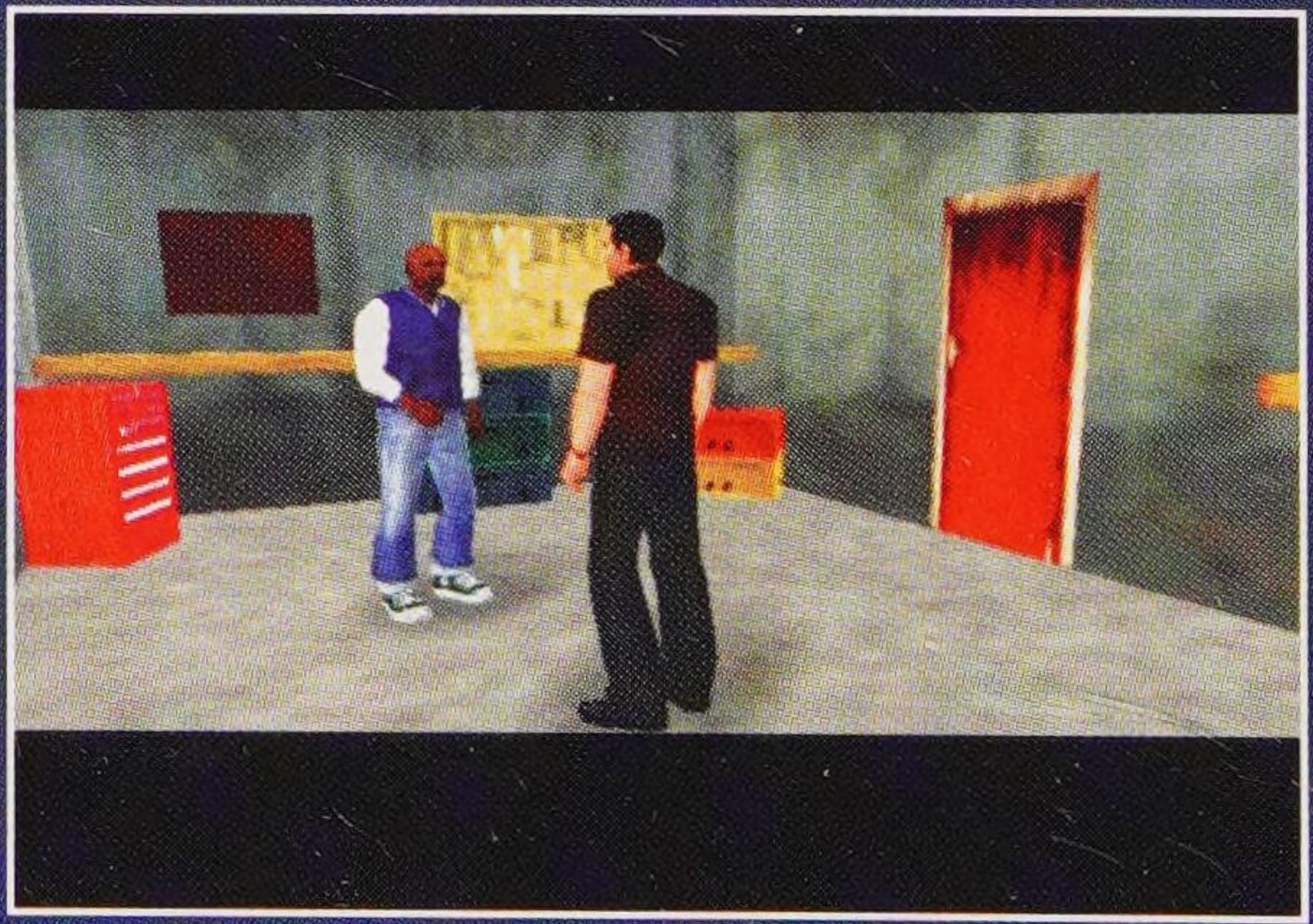
REWARD: None

UNLOCKS: Complete this transaction and finish Toshiko's Cash in Kazuki's Chips to unlock Donald's mission, Bringing Down the House.

STEP INTO THE YELLOW MARKER OUTSIDE 8-BALL'S PIKE CREEK BOMB SHOP.

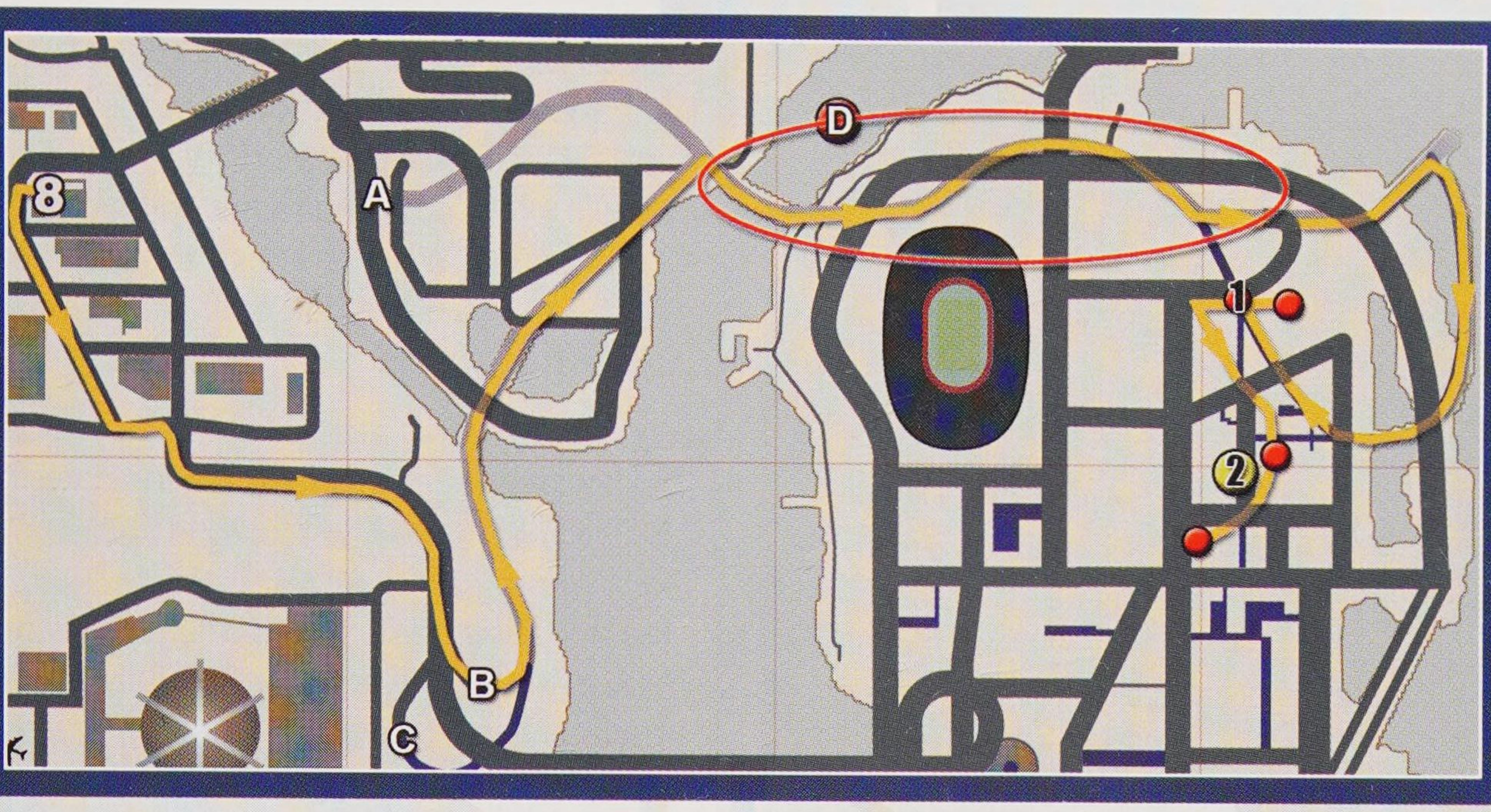
You must have $20,000 dollars before this mission can be completed. Toni meets with 8-Ball about the hardware that Donald's requesting. 8-Ball asks you to front the money for Donald. The quantity of explosives you need is going to take some time to put together. 8-Ball says he'll call you when it's ready. This "hardware" will not be ready until you complete Toshiko's mission, *Cash in Kazuki's Chips*.





After finishing Toshiko's mission, *Cash in Kazuki's Chips* and Love's mission, *No Money, Mo' Problems*, 8-Ball calls on your cell phone to let you know that the explosives are ready. *Bringing Down the House* is accessed by stepping into the yellow marker at 8-Ball's Shoreside Vale location.

SHORESIDE VALE



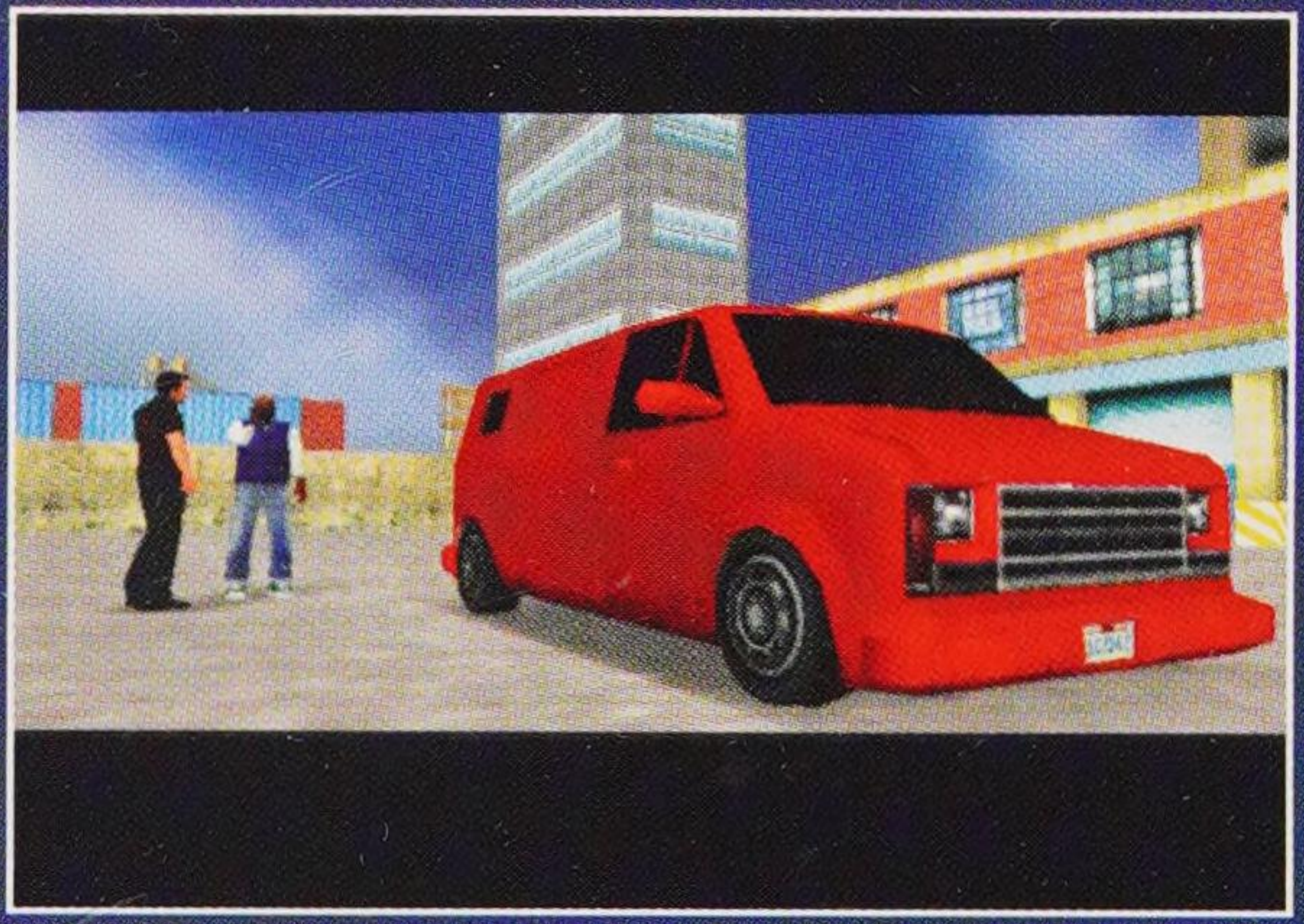
BRINGING DOWN THE HOUSE

REWARD: $5,000

UNLOCKS: Love on the Run

OTHER UNLOCKABLES: Fort Staunton is destroyed. Hidden Package #14 (on Staunton Island) becomes available.

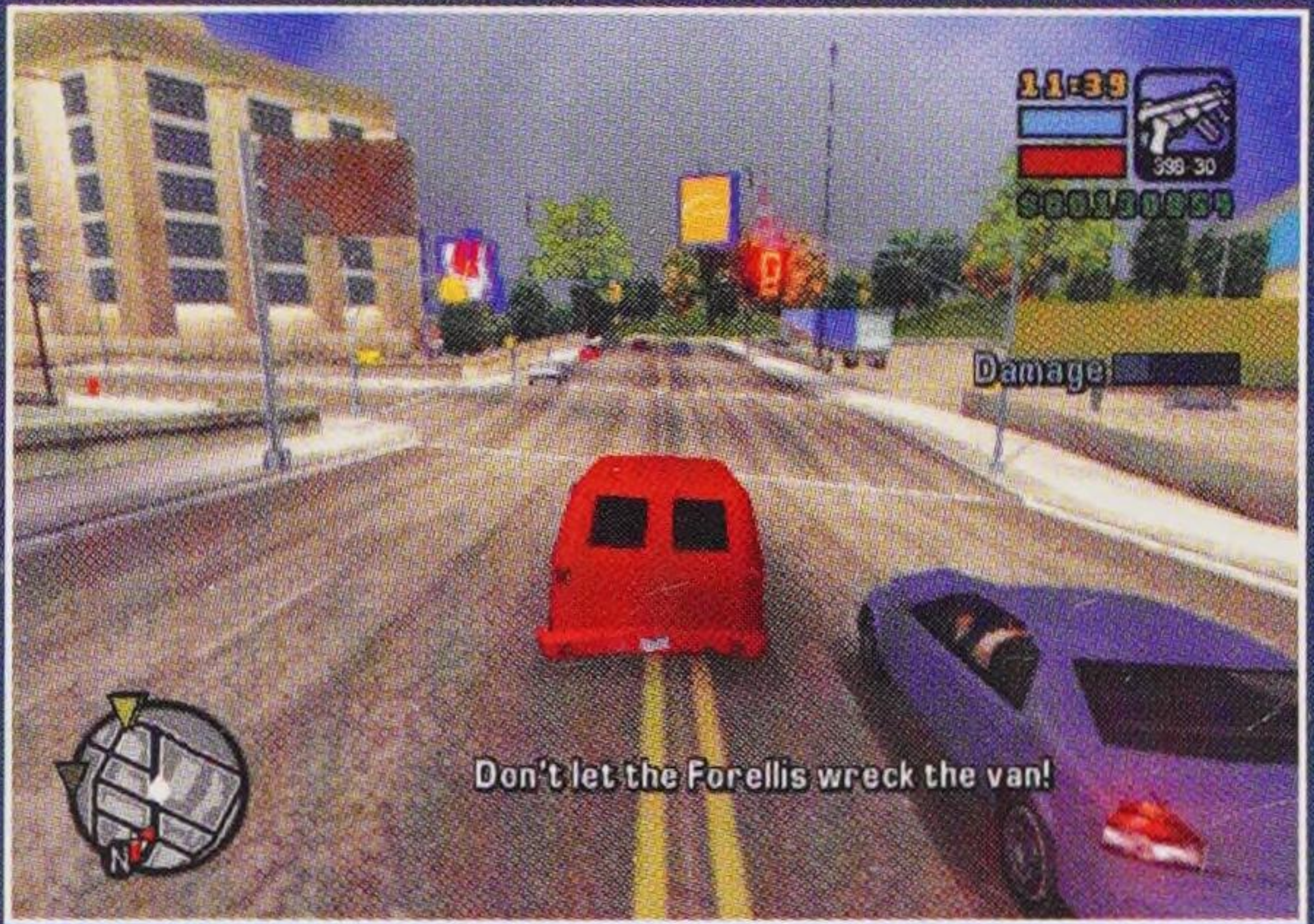
8-BALL has a van packed with explosives. While meeting with him, Donald calls. He says Fort Staunton's weakest points are on the old subway tunnels that run underneath the area. You can access these areas by entering the Porter Tunnel entrances.



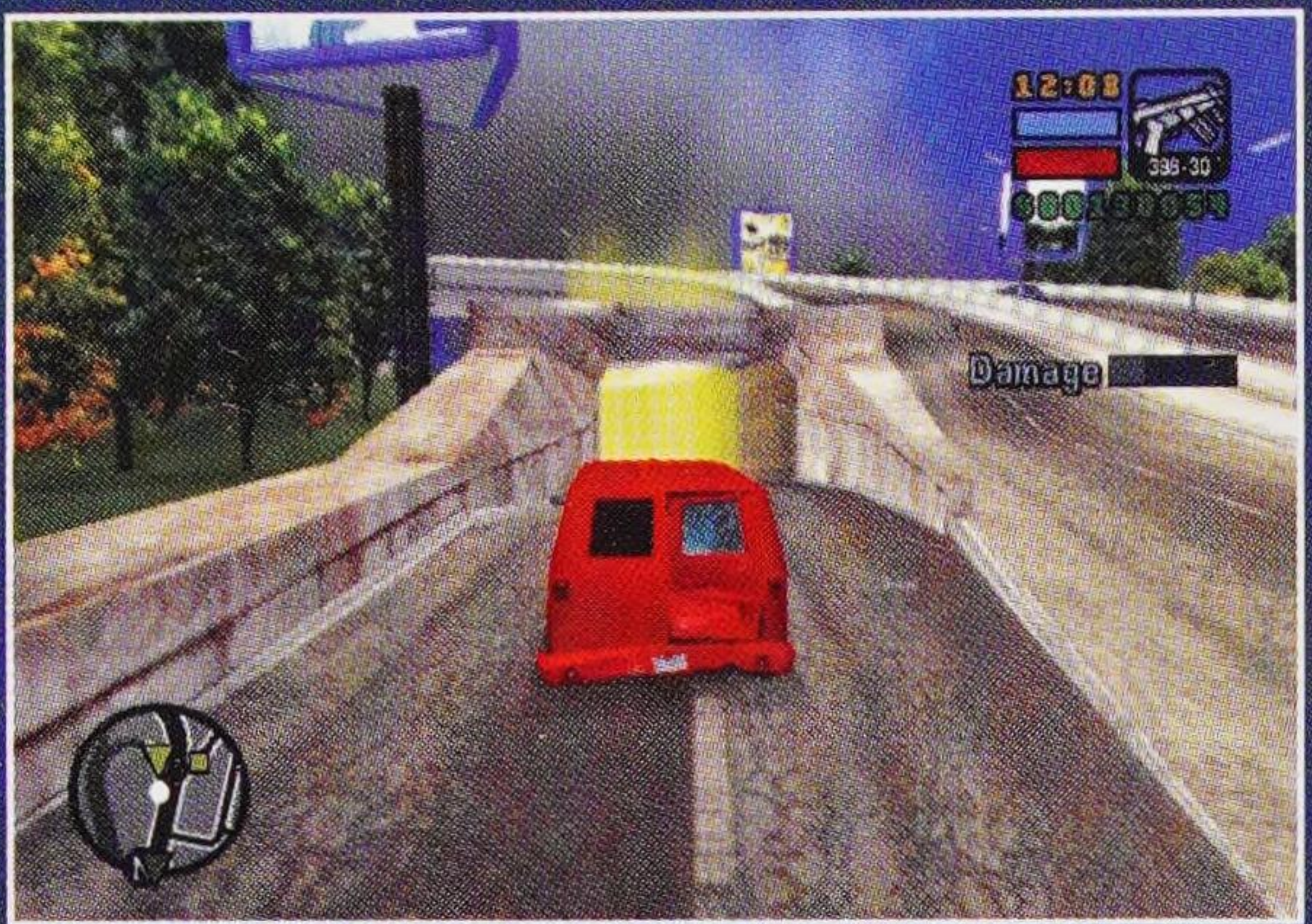
HEAD FOR ONE OF THE PORTER TUNNEL ENTRANCES.

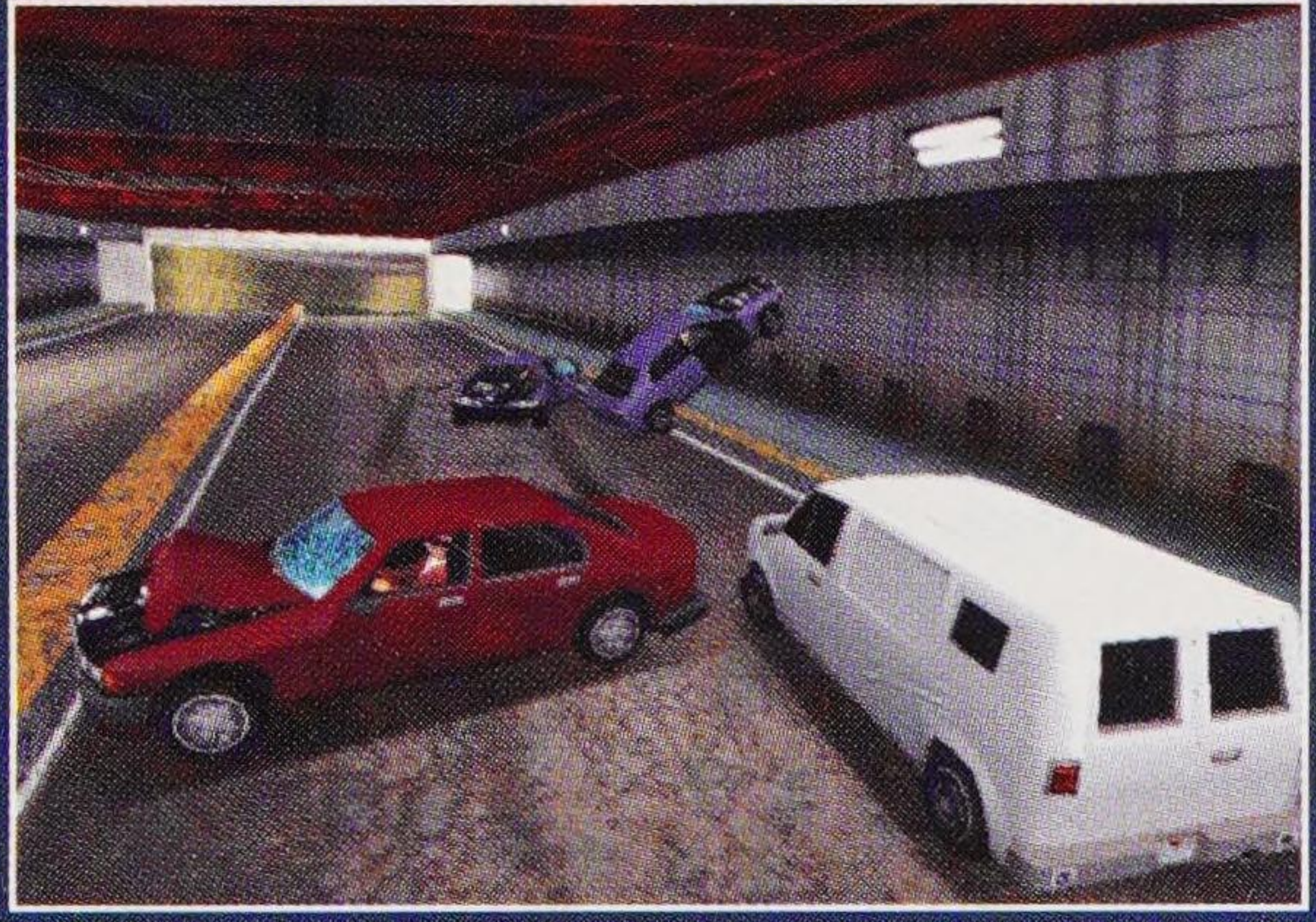
When you enter 8-Ball's van, a Damage meter appears on the right side of the screen. This measures damage inflicted on the van. The van explodes if it fills completely, ending the mission prematurely.

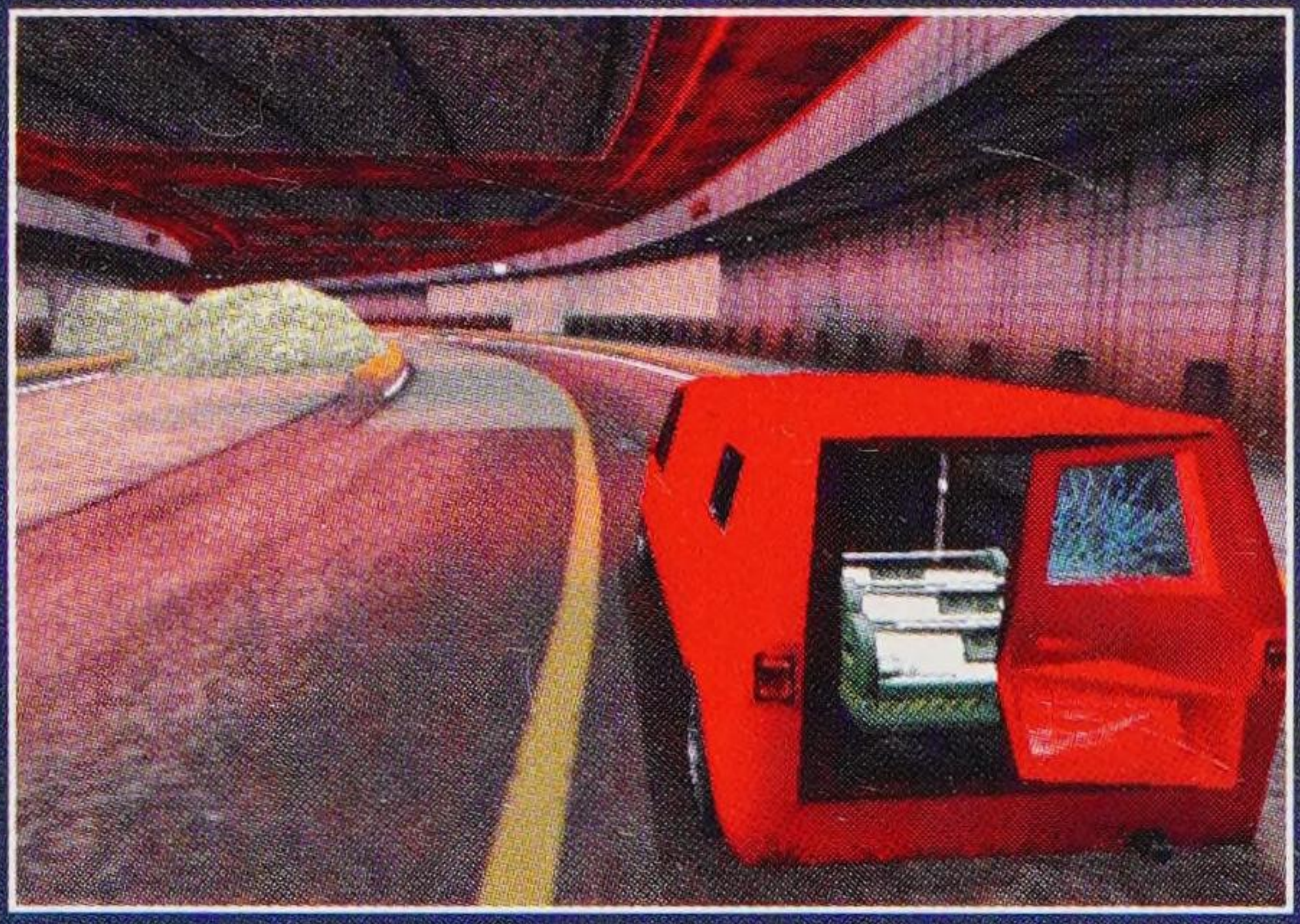
There are three yellow blips on the radar that represent Porter Tunnel entrances **(A, B, C)**. You only need to enter one, and they all lead to your destination. There's an entrance in the Cedar Grove area **(A)** and two others near the airport, flanking the elevator bridge road **(B & C)**.

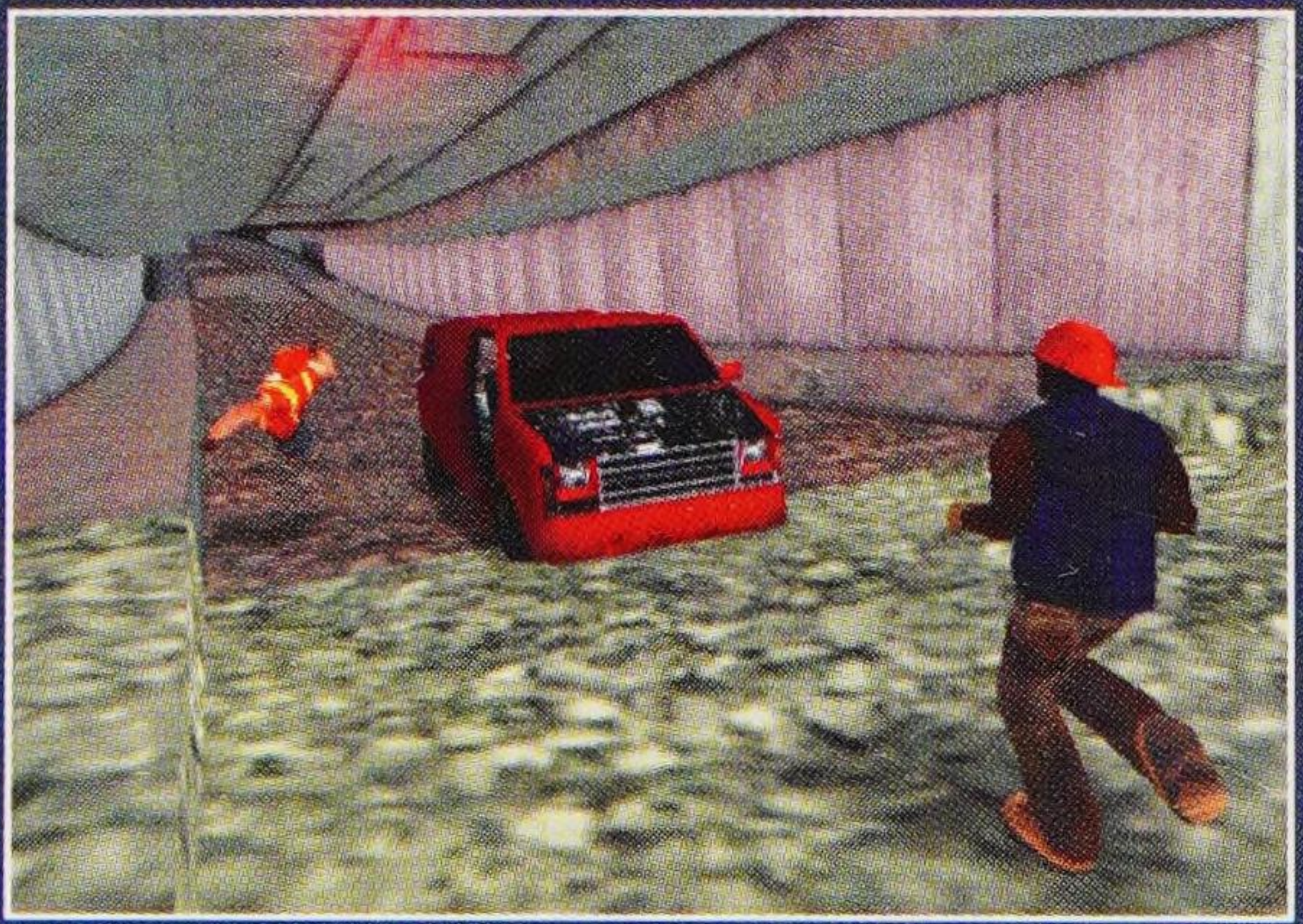


Don't let the Forellis wreck the van!









A couple of Forelli cars attack on your way to the tunnel entrance. They don't shoot, but they try to ram your van and fill the Damage meter. Try to stay ahead of them by keeping your cool and maintaining control of your vehicle at top speed. Weave through traffic to keep them off you. We have a cure for the Forelli problem, but it requires some driving skills.

Follow the yellow driving route indicated on our map from 8-Ball's **(8)** into the left tunnel **(B)** at the elevator bridge in the Francis Intl. Airport district. The reason for entering the opposing traffic side of the tunnel and not the right side is to lose the Forellis. Carefully weave through oncoming vehicles as you make your way to the second yellow marker inside the tunnel. At the second yellow marker, veer to the right side of the tunnel and pull away from the Forellis. Your pursuers often get hung up in traffic or take so much damage from head-on collisions that they eventually explode.

FOLLOW THE TUNNEL.

Continue to drive like you're carrying a carload of eggs to keep the Damage meter as low as possible; you'll need some leeway for the objectives that lie ahead. When you reach the end of the Shoreside tunnel, you must make a hard right turn into Staunton. Swerve from one side of the road to the other to avoid hitting the large piles of earth you encounter at the beginning of the Staunton tunnel and throughout the entire area circled in red **(D)** on our map. Use the breaks in the median to switch lanes while continuing to follow the yellow markers until you reach two tunnel workers at a T-intersection **(1)**.

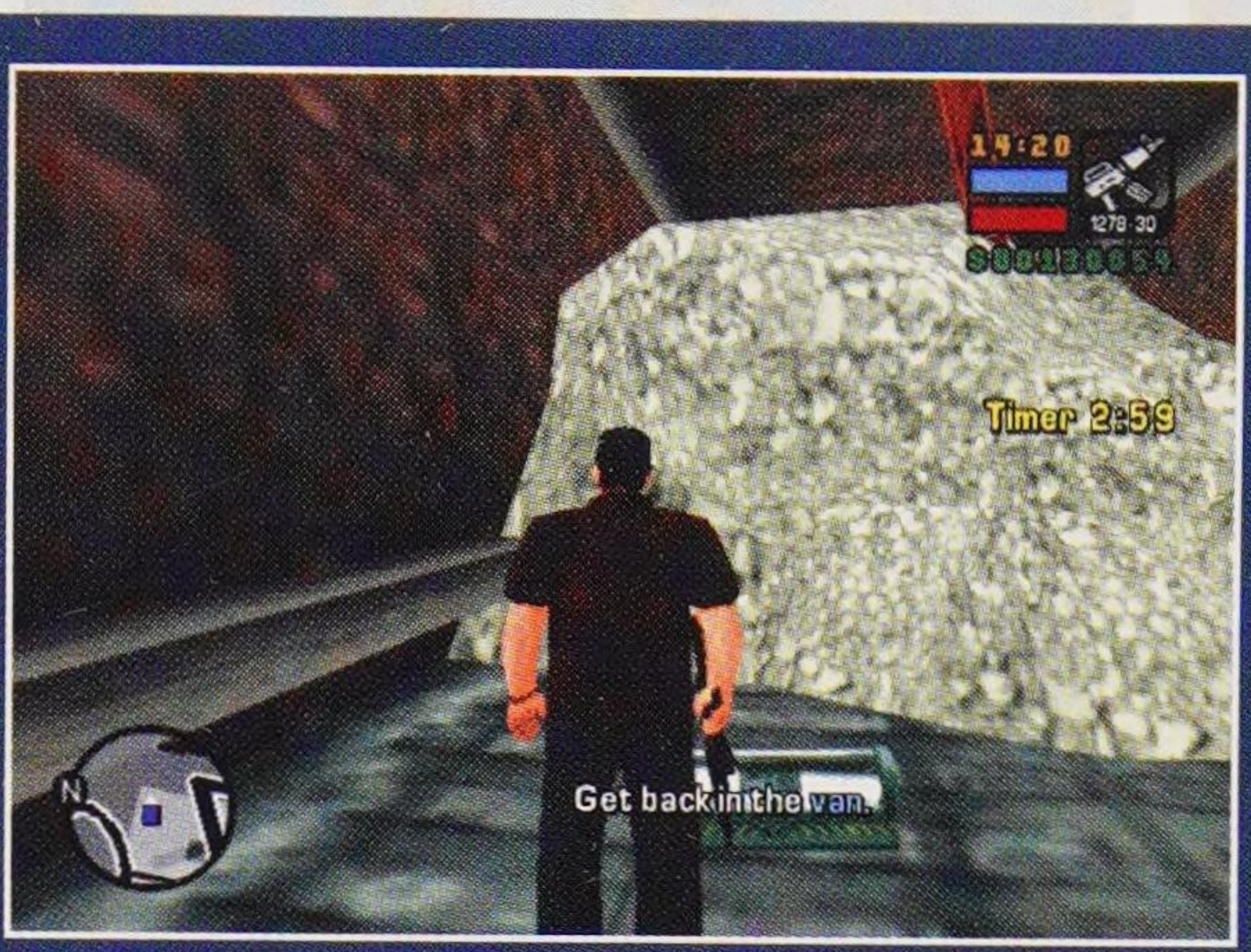
KILL THE TUNNEL WORKERS.

The two workers are close to where the first batch of explosives needs to be placed. You must defeat these guys for the job to continue. Try to run them over as you arrive; if you miss, get out of the van and finish them to avoid incurring further damage to your vehicle.

SHORESIDE VALE

PLACE THE EXPLOSIVES.

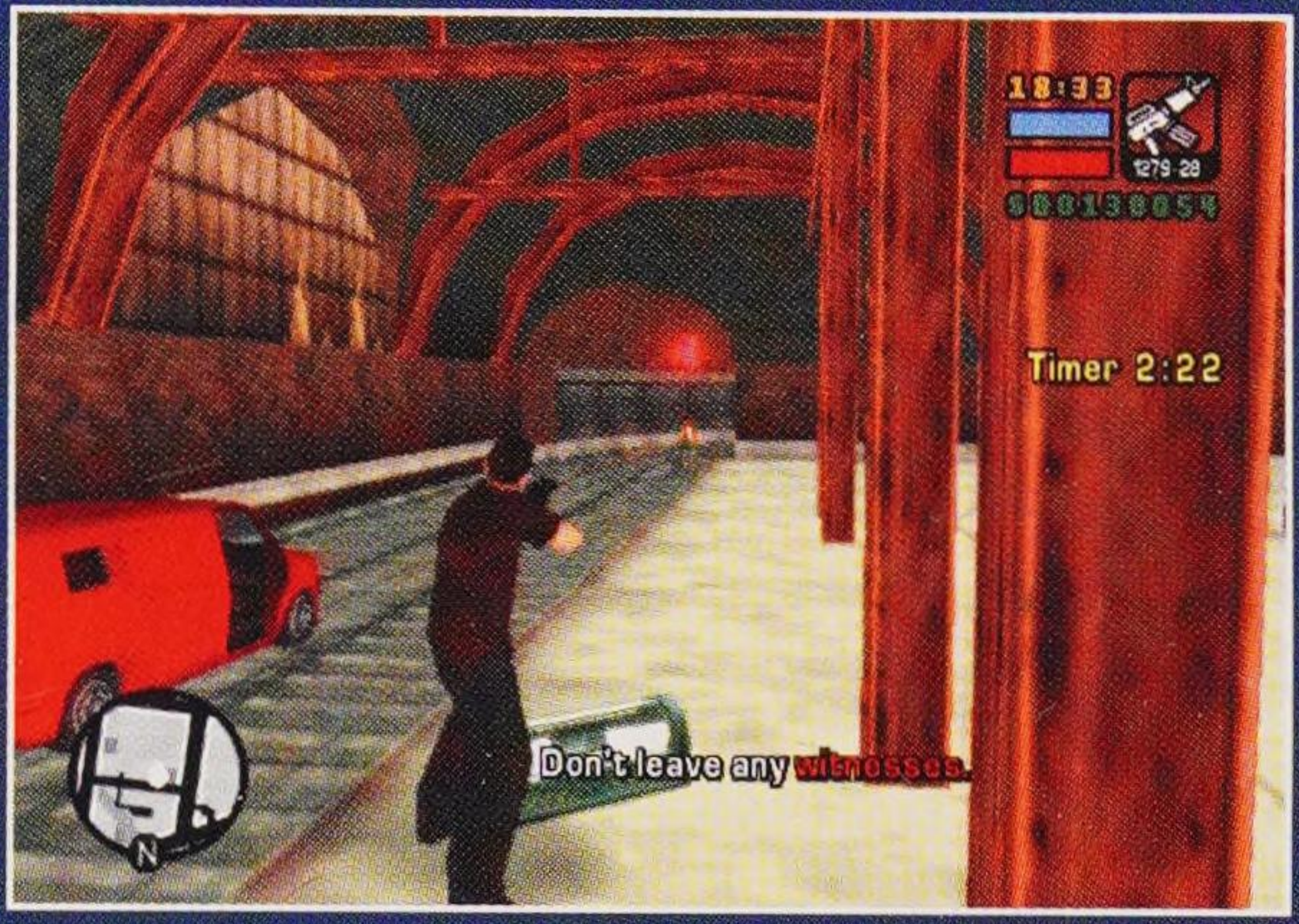
With the workers out of the way, you can place the explosives. Turn right at the T-intersection and stop in the yellow marker at the end of the tunnel. Toni exits the van, places the explosives, and a countdown begins. You now have three minutes to complete the rest of the mission.



Get back in the van.

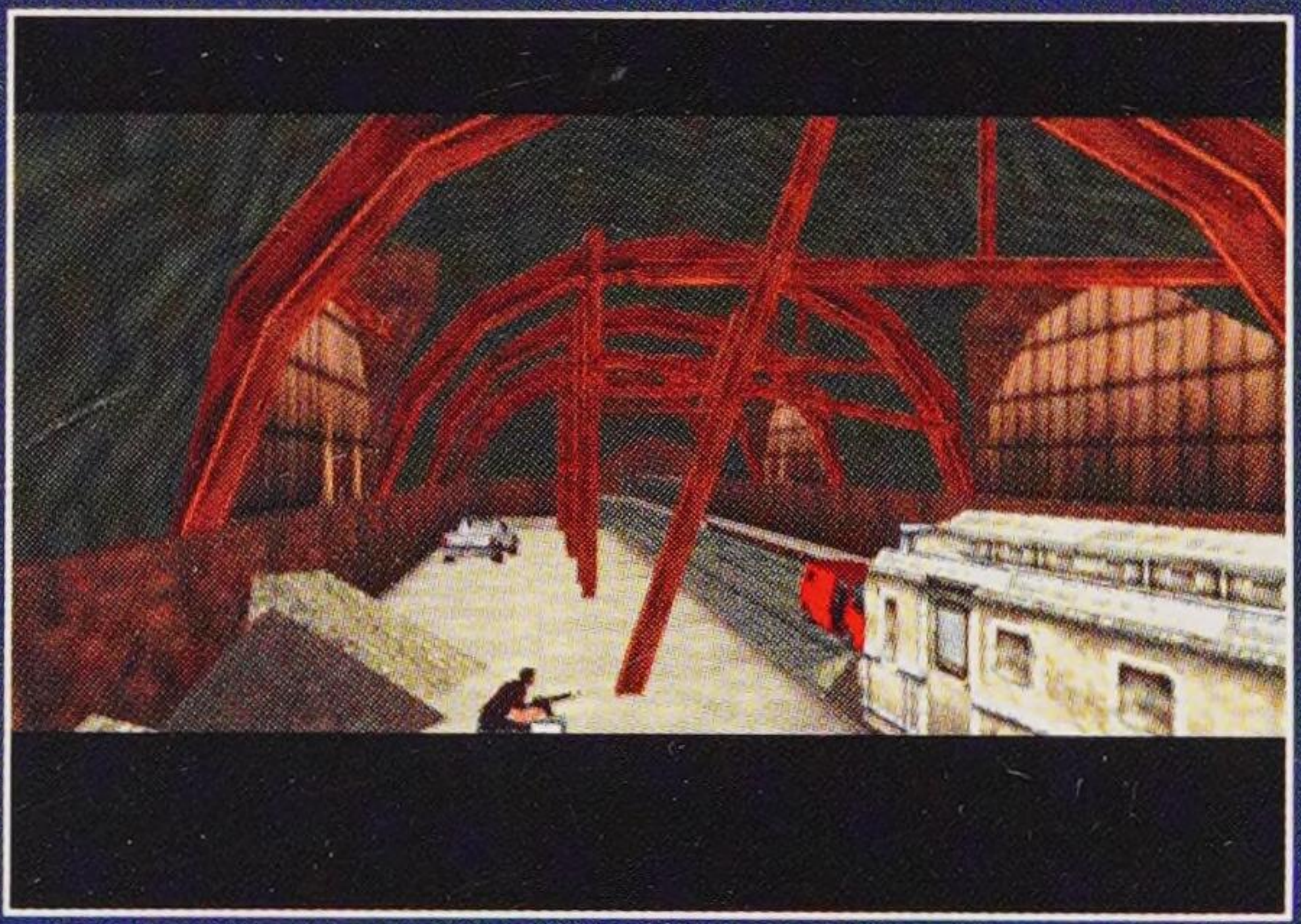
PLACE THE REMAINING EXPLOSIVES.

Quickly get back in the van, then drive to the next yellow marker and turn left into the connecting tunnel. Pass through another marker and you'll see a subway station ahead. Carefully drive up the small dirt mound to exit the tracks onto a walkway on the right. Drive through the next yellow marker and carefully over the large dirt pile ahead of it. Proceed through two more yellow markers in the following tunnel. Toni exits the van and places another pack of explosives when you reach the last marker.



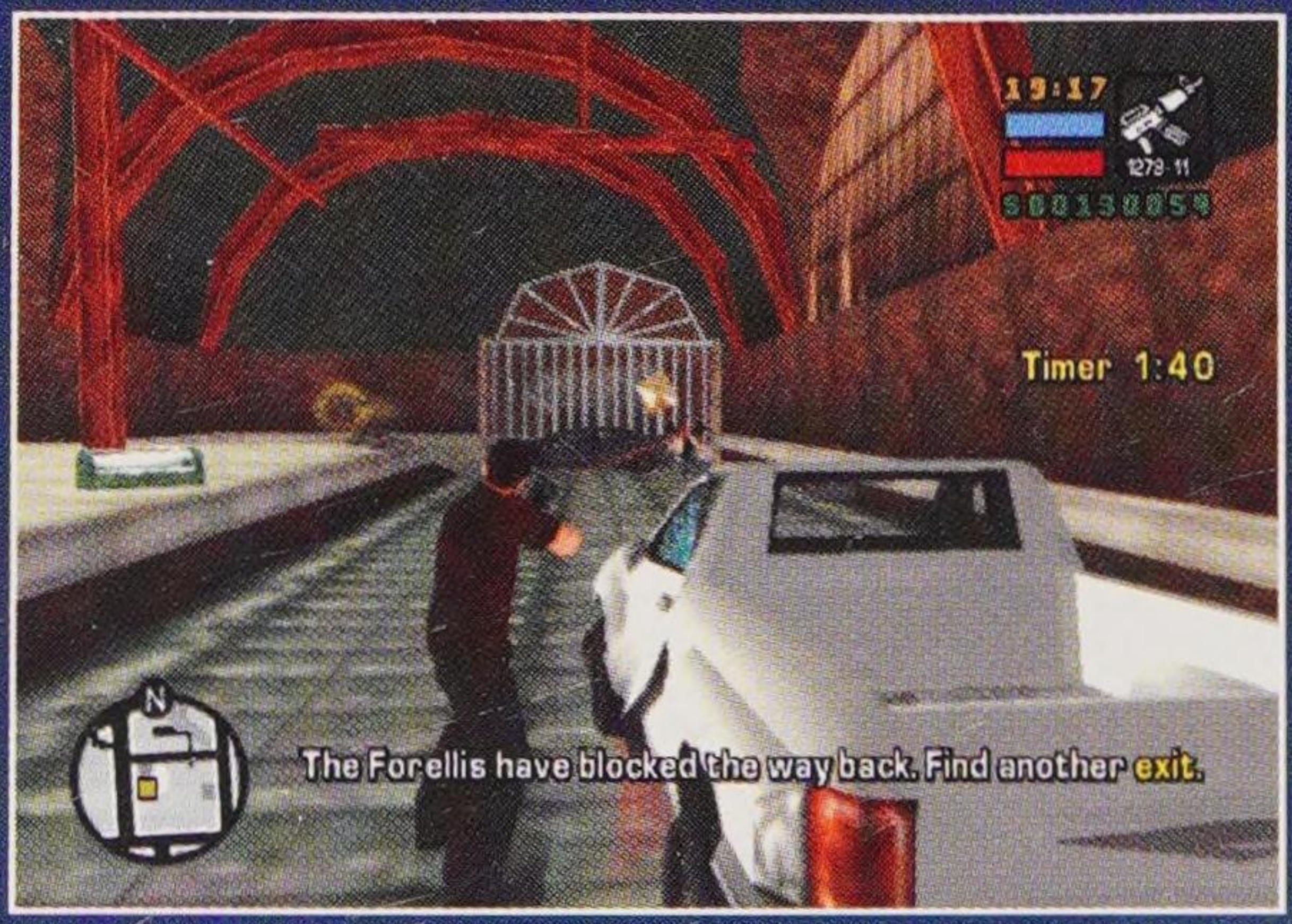
Don't leave any witnesses.

Get back into the van and run over the approaching construction worker. Continue through the tunnel and stop in the next yellow marker. Toni again exits the van and, this time, places the last pack of explosives.



ESCAPE THROUGH THE SUBWAY ENTRANCE.

With the timer still ticking down, you must escape the subway before the explosives detonate. Leave the van where it is and grab the construction worker's white pickup truck (Bobcat) parked nearby. Flee the area by driving back the way you came. In the next station, you discover the Forellis have blocked the escape tunnel. It's sealed with gates and a Forelli has parked a car in front of it. To make matters worse, the two Forelli gunmen open fire as soon as you enter the area. Drive right into the gunman standing in front of the Forelli car, then exit the car and shoot his partner. If you're low on health or weapons, just forget the second gunman and drive up the ramp to the left of the Forelli roadblock, then continue around to the left and head for the yellow marker on the right near the subway exit **(2)**.



The Forellis have blocked the way back. Find another exit.

RAM THE GATES.

Run into the gates to break them open. You need as much speed as you can muster in this small area to bust through them. Back up until your rear wheels are just short of falling into the rail trench, then step on the gas and ram the gates. When you break through, the mission is complete and most of Fort Staunton gets obliterated.

STAUNTON ISLAND'S HIDDEN PACKAGE #14

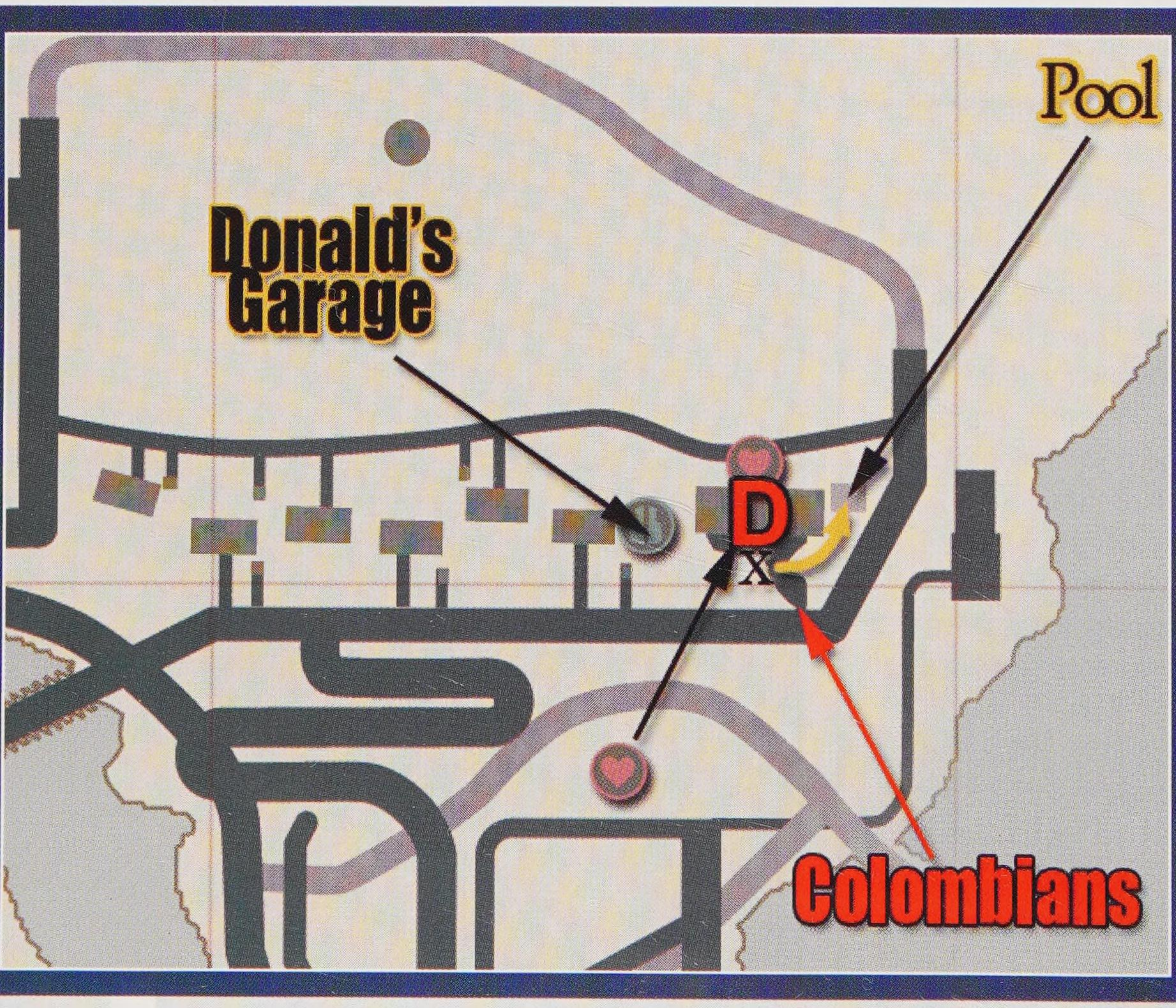
Now that the entire Fort Staunton area is in shambles, you can now collect Hidden Package #14, which sits in a second story window of a destroyed building. See our Hidden Package map and tips in the back of this guide for details.

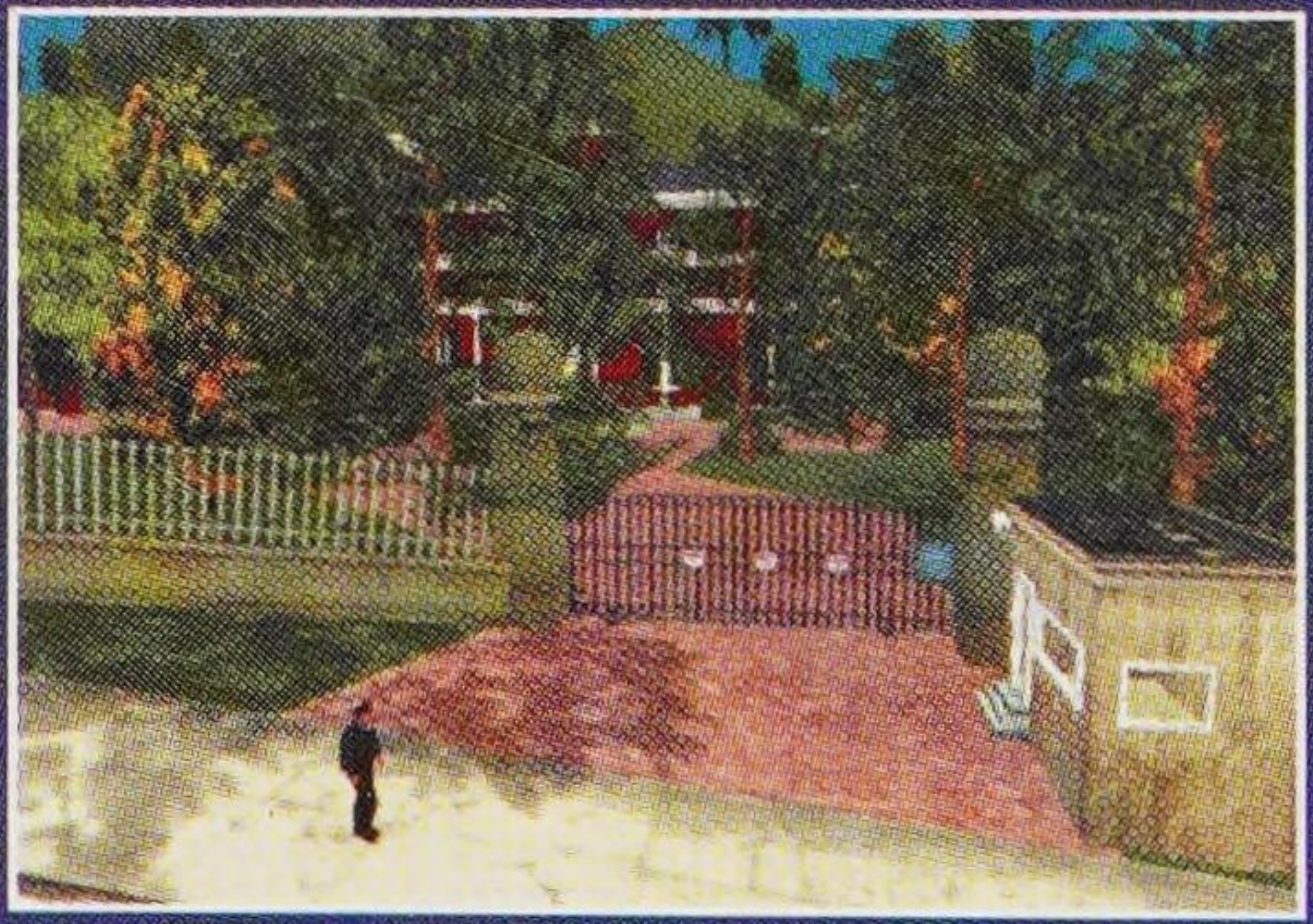
LOVE ON THE RUN

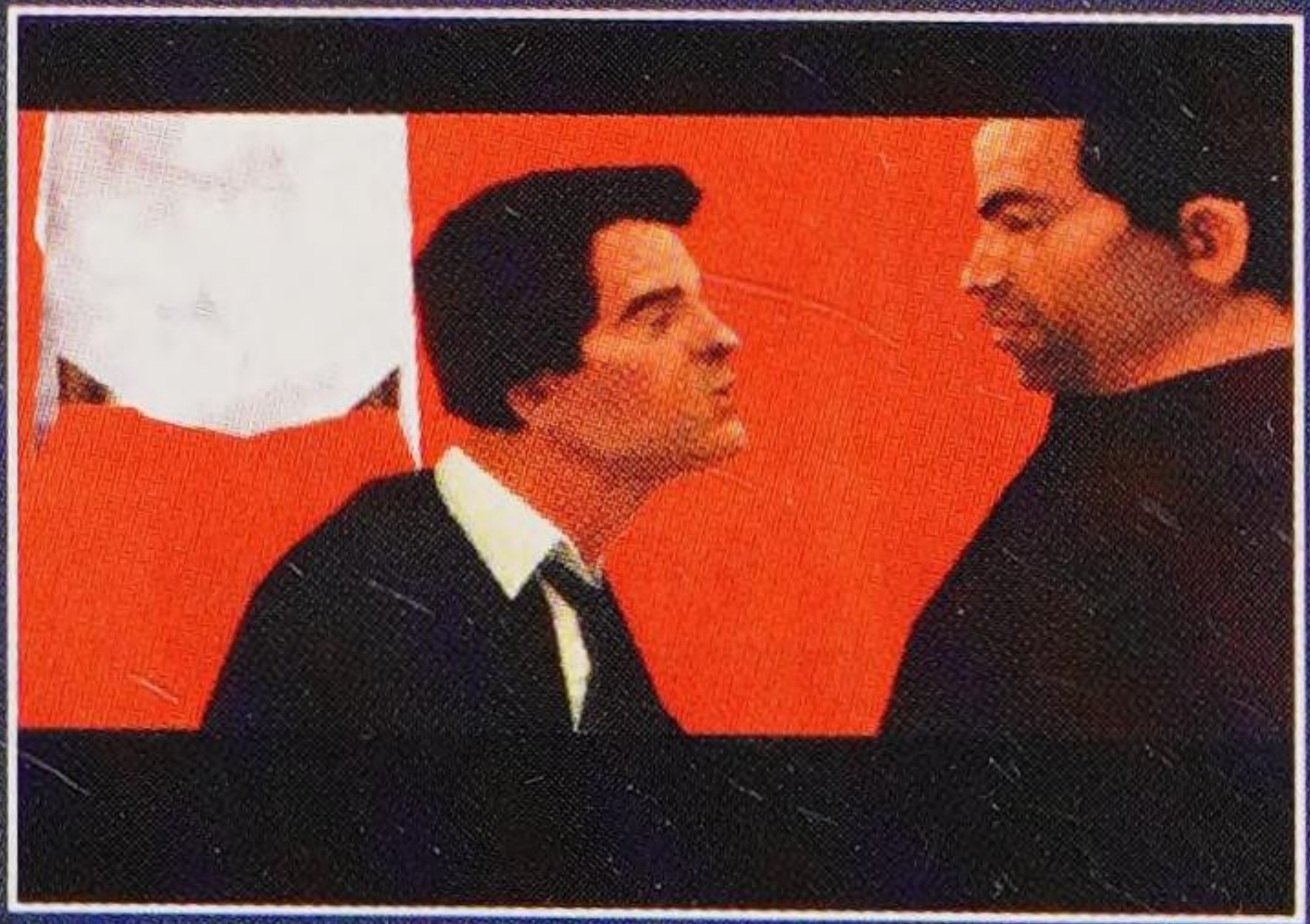
REWARD: $6,000

UNLOCKS: Complete this mission and Salvatore's mission, Shogun Showdown, to unlock Sal's mission, The Shoreside Redemption. Colombians now hate Toni.

PANLANTIC Corporation has paid Donald Love handsomely for the land deal, and now he's living in the largest house in Cedar Grove (coincidentally, it becomes Catalina's Colombian mansion in *Grand Theft Auto 3*). Walk into the yellow marker at the guardhouse and the gate opens. Enter the yellow maker at the front door of the mansion to begin the mission. Donald is in fear for his life. A small army of Colombians is on the way to kill him if he doesn't pay them the "hush" money. He needs your help to escape the property and get to the airport.

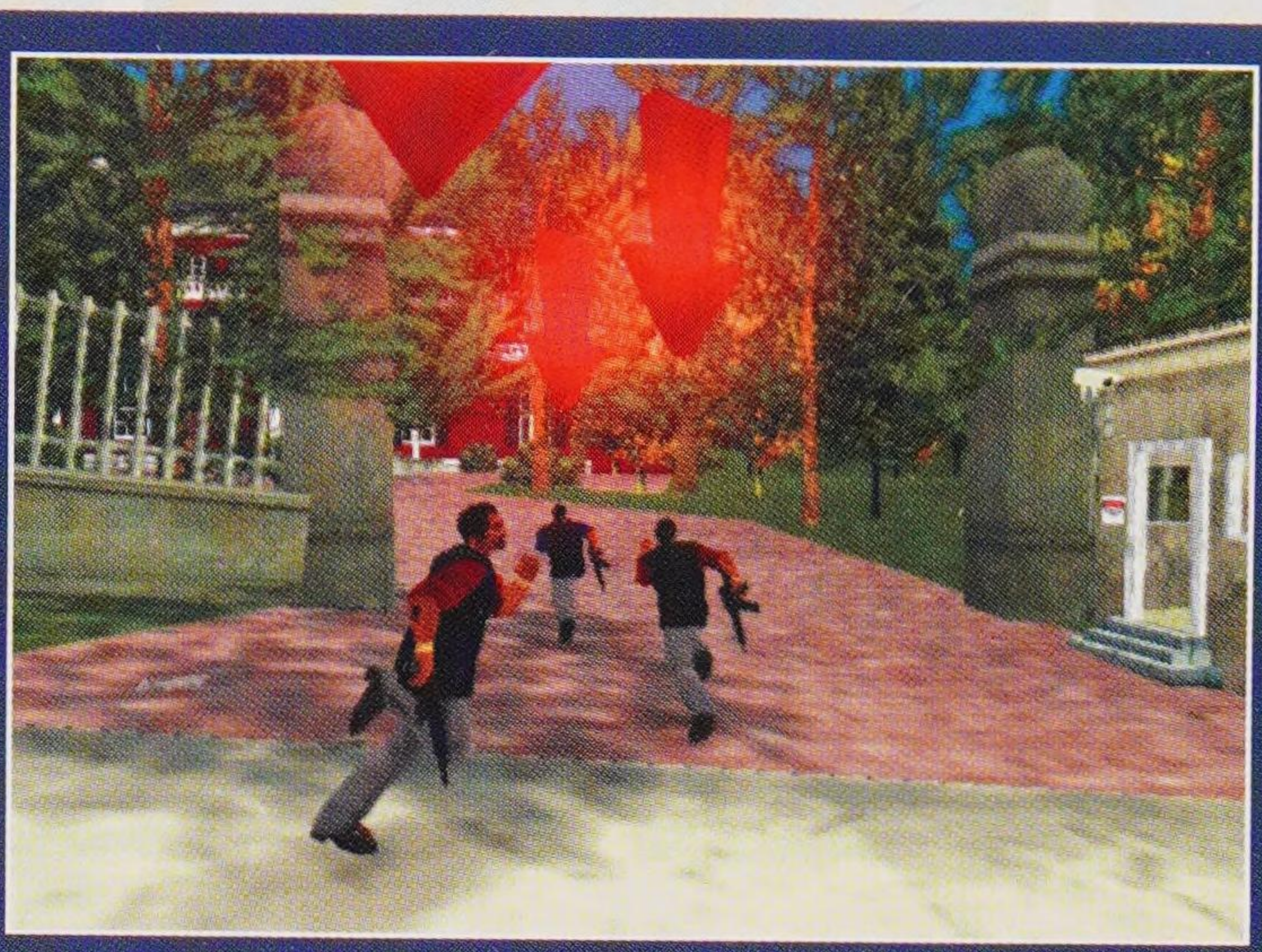






TAKE OUT THOSE COLOMBIAN GANGSTERS.

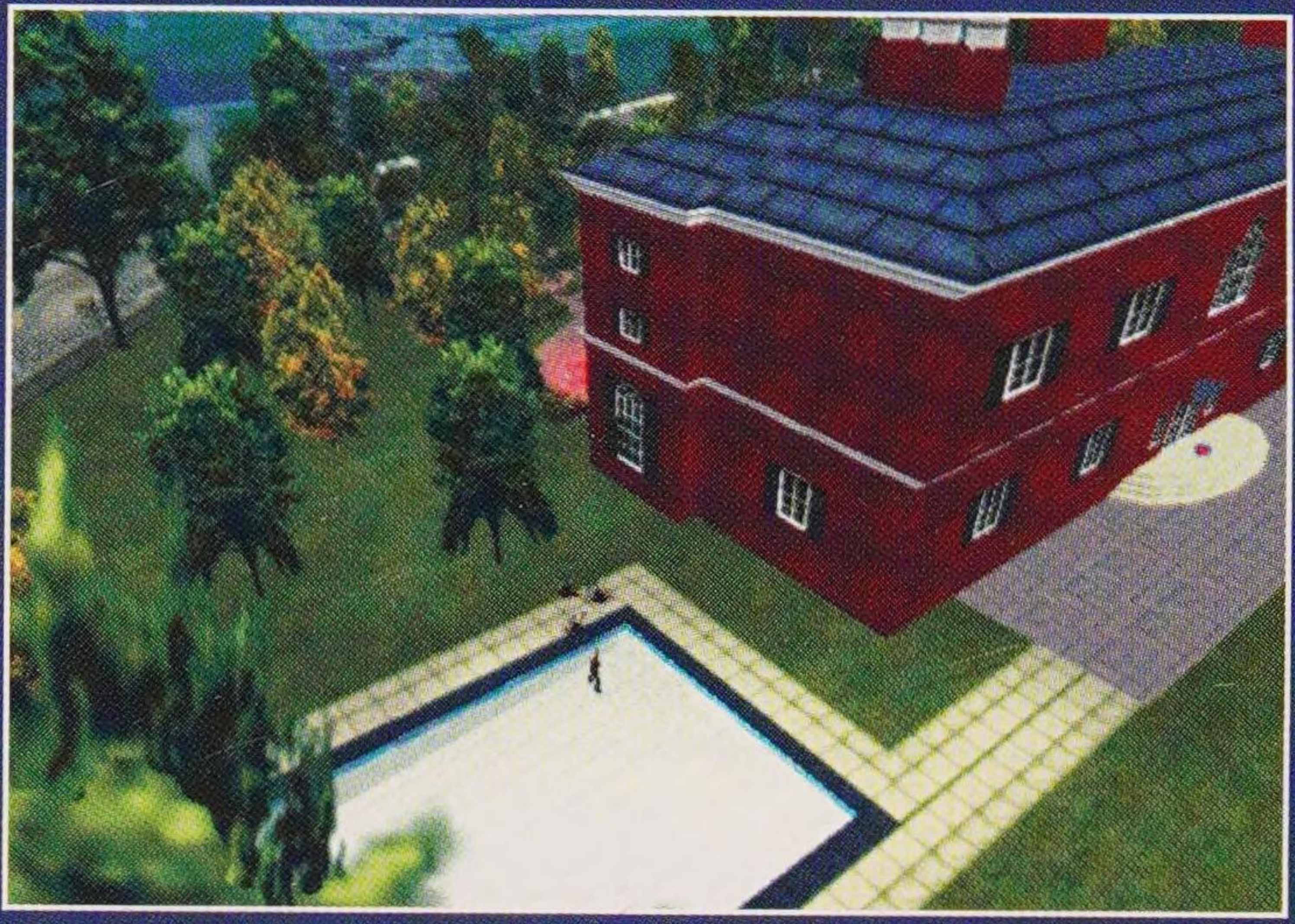
Your job is to protect Donald Love, who's hiding in his garage, while fending off a small army of Colombians that pour through the mansion's front gate. They arrive in Cartel Cruisers, which they park just inside the gate. They pile out of their trucks and begin hunting for you with their M4s and submachine guns. There's Body Armor in Donald's garage and a Health power-up behind the mansion if you need a refresher during the battle. However, you can get through this seemingly impossible battle without taking a single bullet with our strategy.

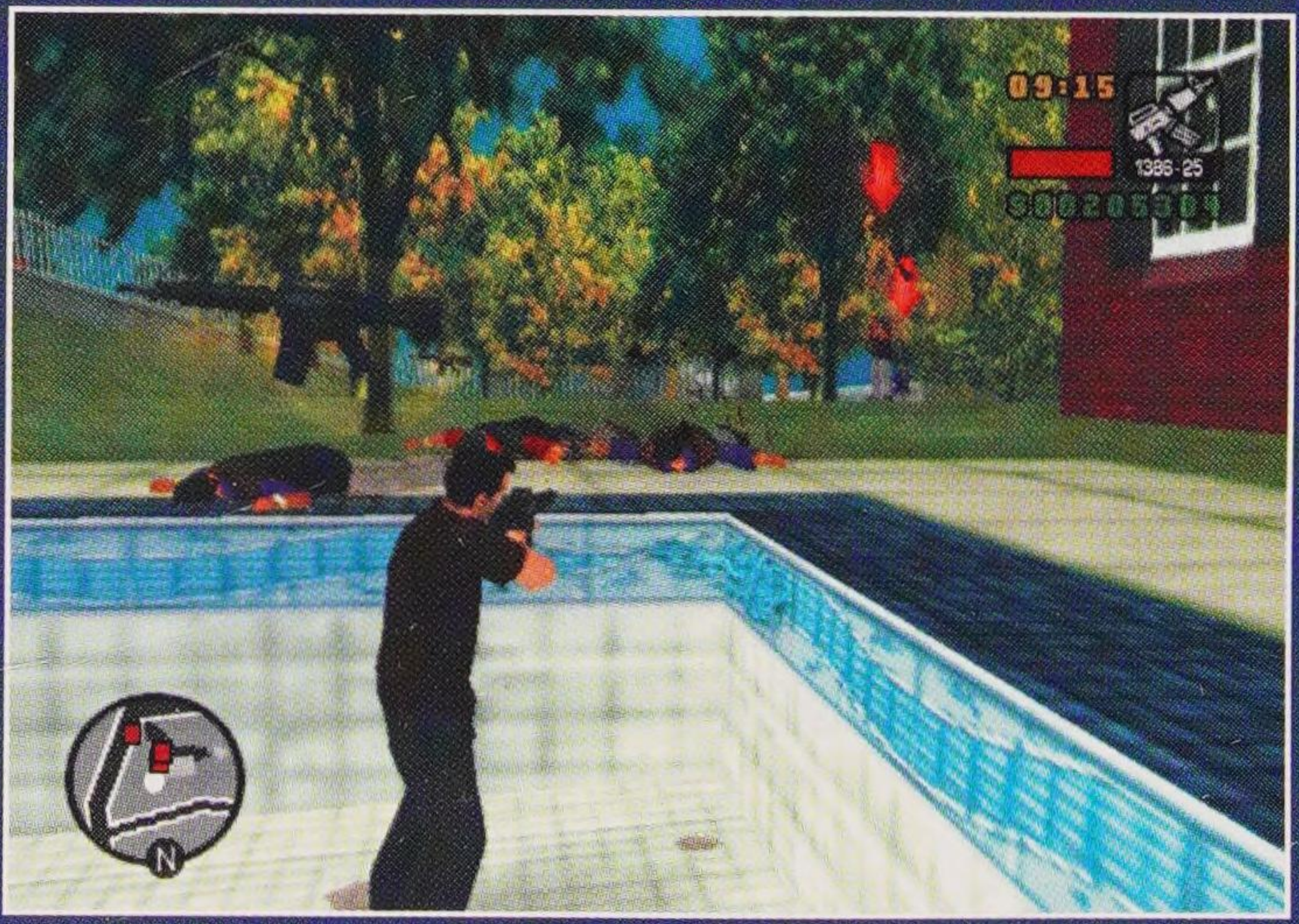


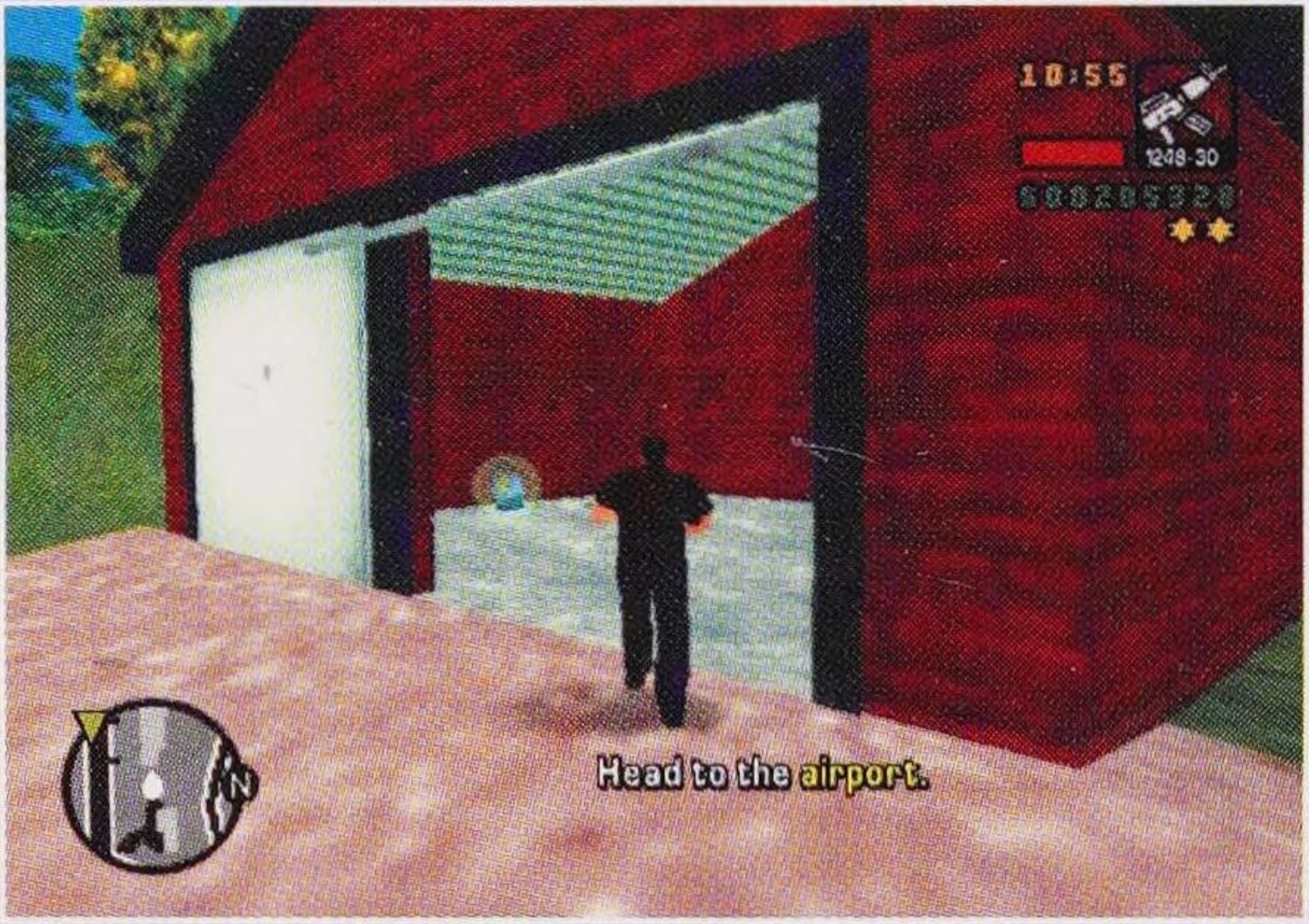
USE THE POOL STRATEGY.

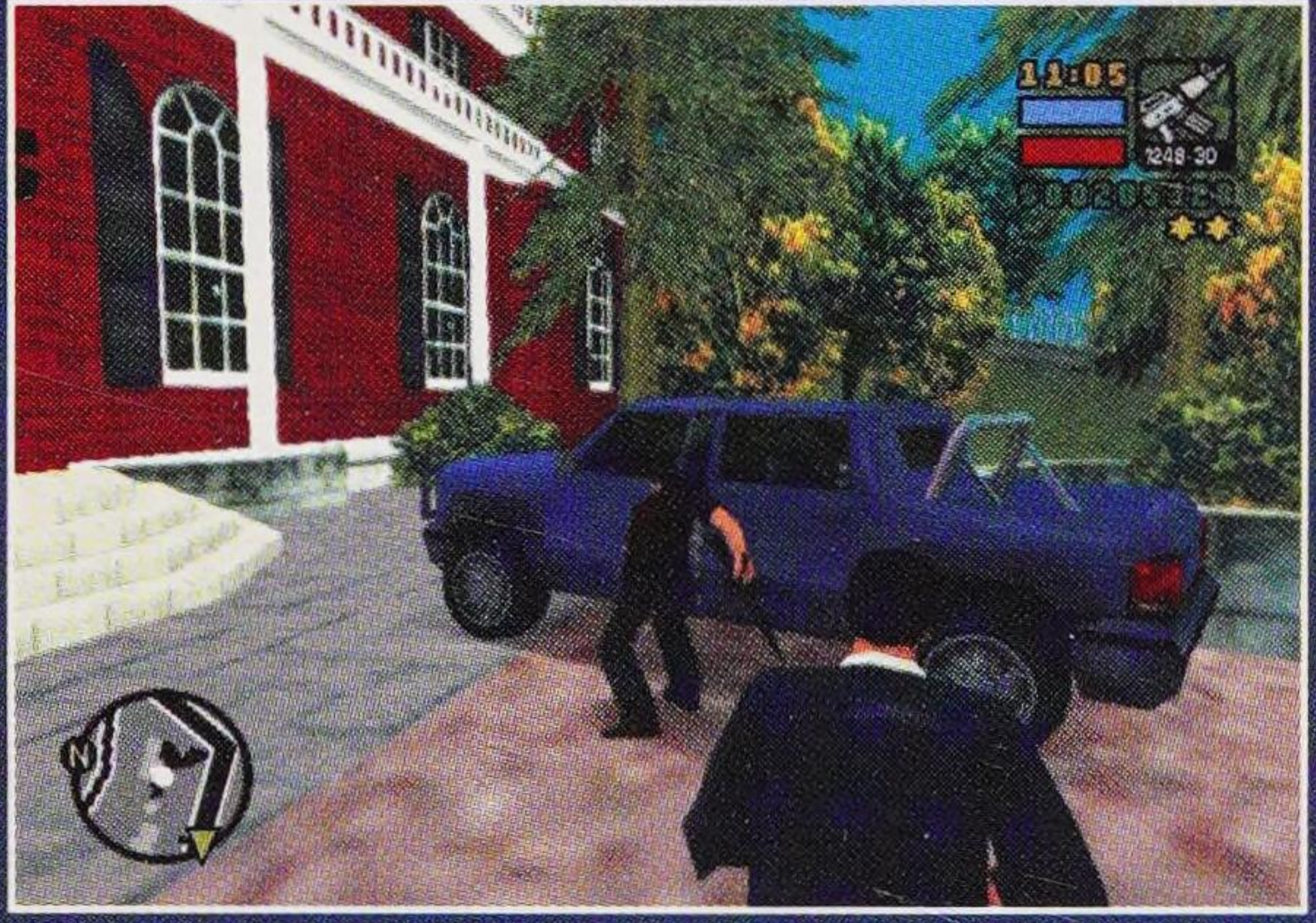
One of the basic rules of warfare is to entrench when you want to stay safe and hold your ground. You begin this battle outside the mansion, near the large planter in the middle of the driveway. Run to the left and find the empty pool on the east side of the mansion. Enter the pool and stand facing south toward the front gate with your belly to the inside wall of the pool. Now just wait in your "foxhole."

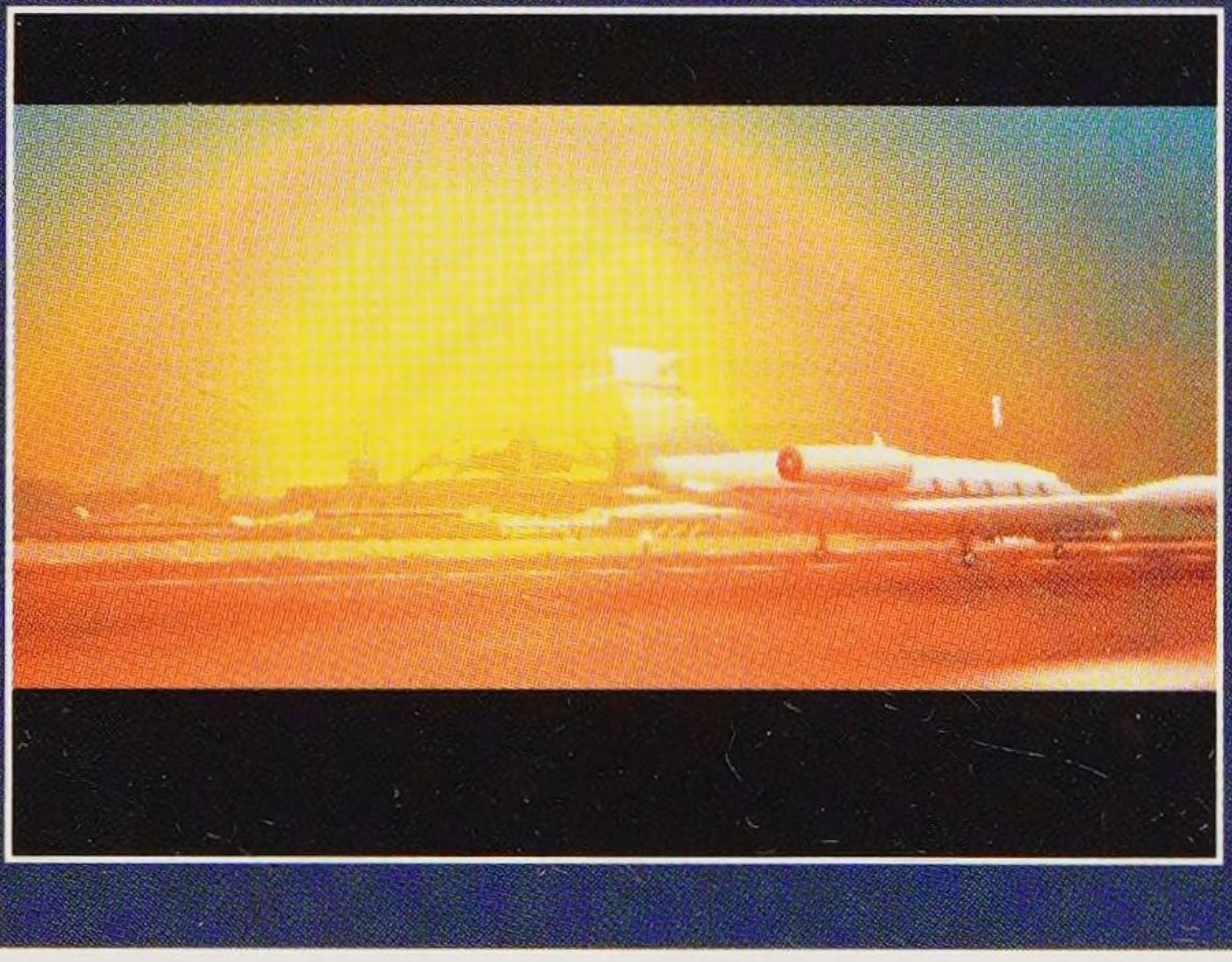
The Colombians do not bother Donald in the garage; they're coming for you. Slowly, but surely, all the Colombians (a few at a time) come through the foliage to attack. Use your M4 or AK-47 and gun them down one at a time using the auto-targeting controls to track them before you can even see them. Being entrenched makes you an extremely difficult target to shoot. By remaining in the pool, you can get through the entire battle without getting shot.











There are numerous Colombians to gun down and it seems like they'll never stop coming, but there is an end to this battle. Be patient. If a Colombian tries to get at you through the wall to the east, you may have to exit the compound and finish him off. But be quick about it; once you leave the mansion grounds, you have only 30 seconds to return or the mission will be failed.

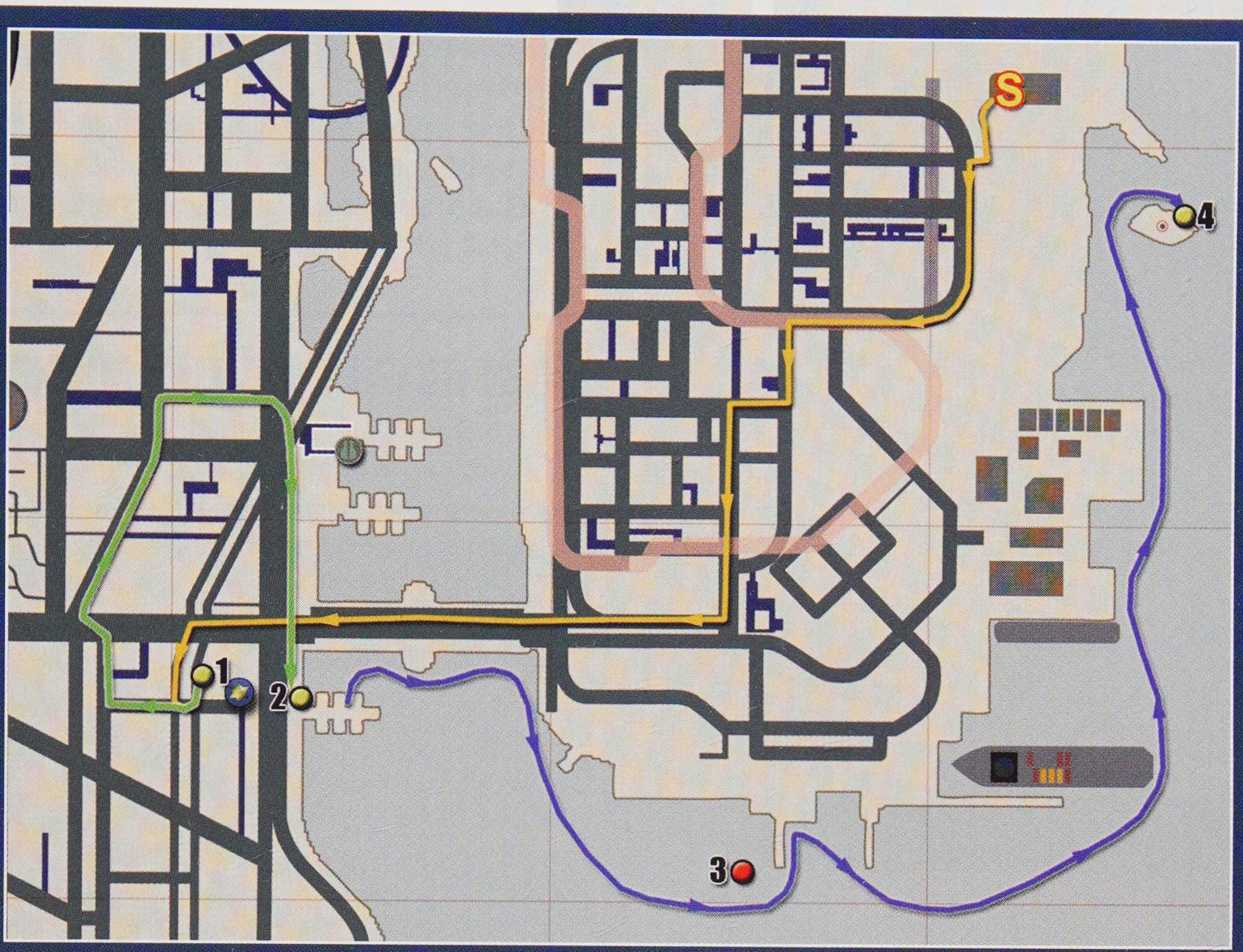
TAKE DONALD TO THE AIRPORT.

Once all the Colombians are gunned down (all red blips clear from the radar), Donald exits the garage and the two of you meet up in the driveway. Jack one of the Cartel Cruisers and take Donald to the airport. Follow the yellow blip, breaking through the barricade on the side road that leads to the hangars. Take Donald to the Avery's hangar and stop in the yellow marker. Donald escapes town in Avery's jet… but not alone. The late Avery and Ned are also aboard to keep him company.

Salvatore calls after completing Donald Love's mission strand and Sal's mission, *Shogun Showdown*. Sal's feeling great. Things are going his way and he's very pleased with your help. He wants you to come by the Shoreside police station to tie up a few loose ends.

LCN RADIO REPORT

After completing Donald Love's mission, *Love on the Run* the LCN news reporter covers the story of the destruction of Fort Staunton. They suspect the explosion was the result of an accidental ignition of the Forellis' secret and illegal munitions cache hidden in the subway… or it was foul play.



THE SICILIAN GAMBIT

REWARD: $500,000

UNLOCKS: Game ending

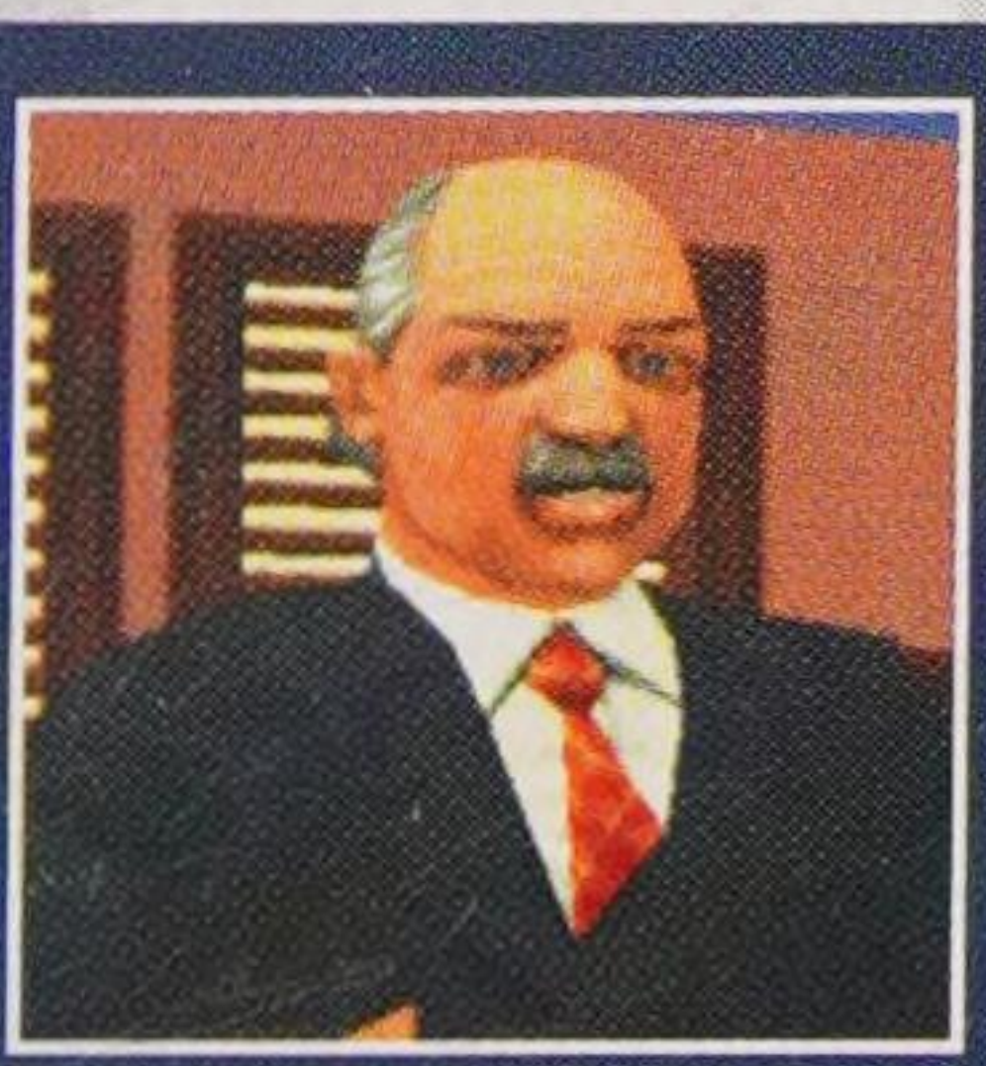
OTHER UNLOCKABLES: King of Liberty City outfit (if all Main Story missions are complete).

NOTE: You must complete *Shoreside Redemption* before this mission is available.

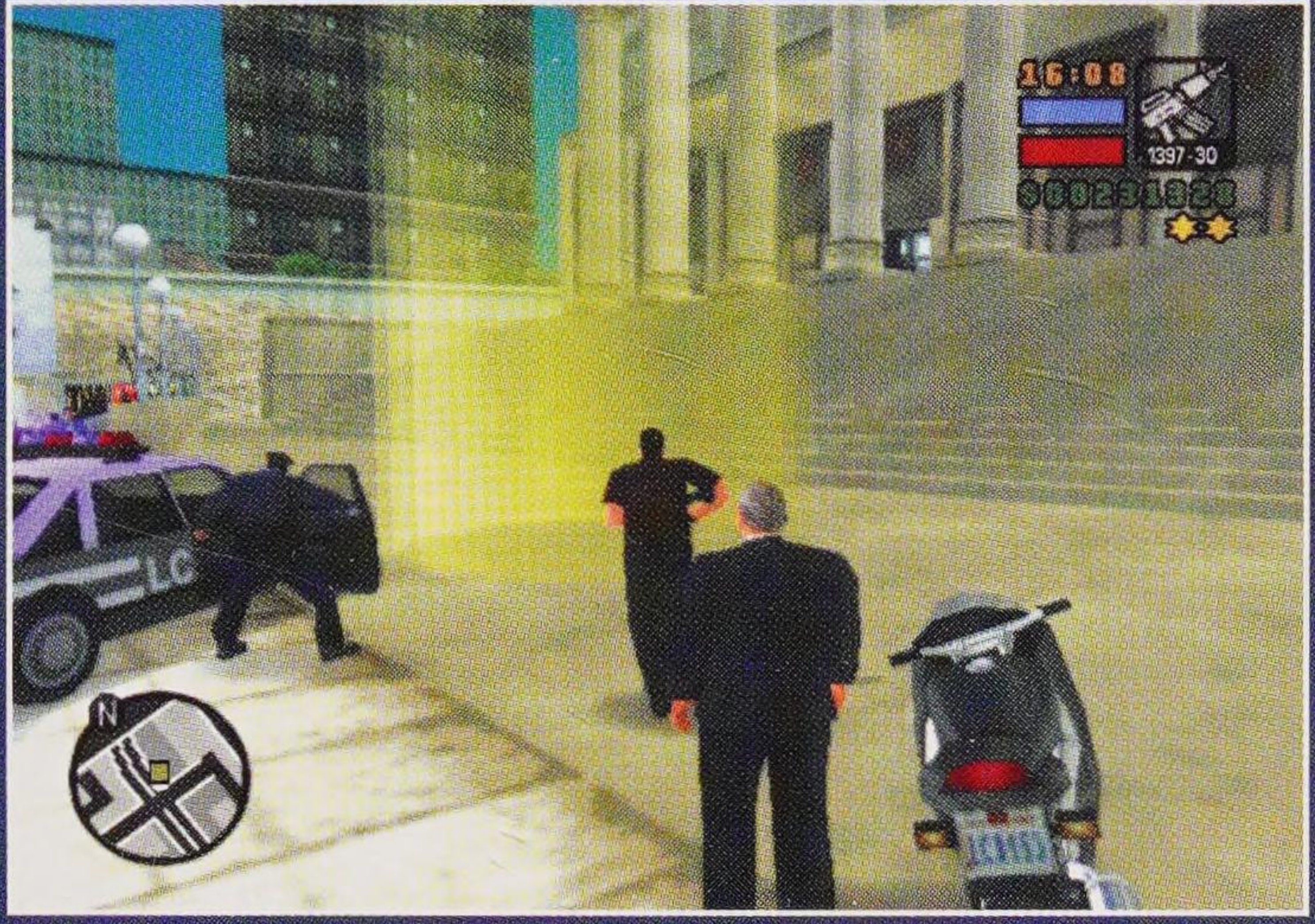
TAKE SAL TO CITY HALL.

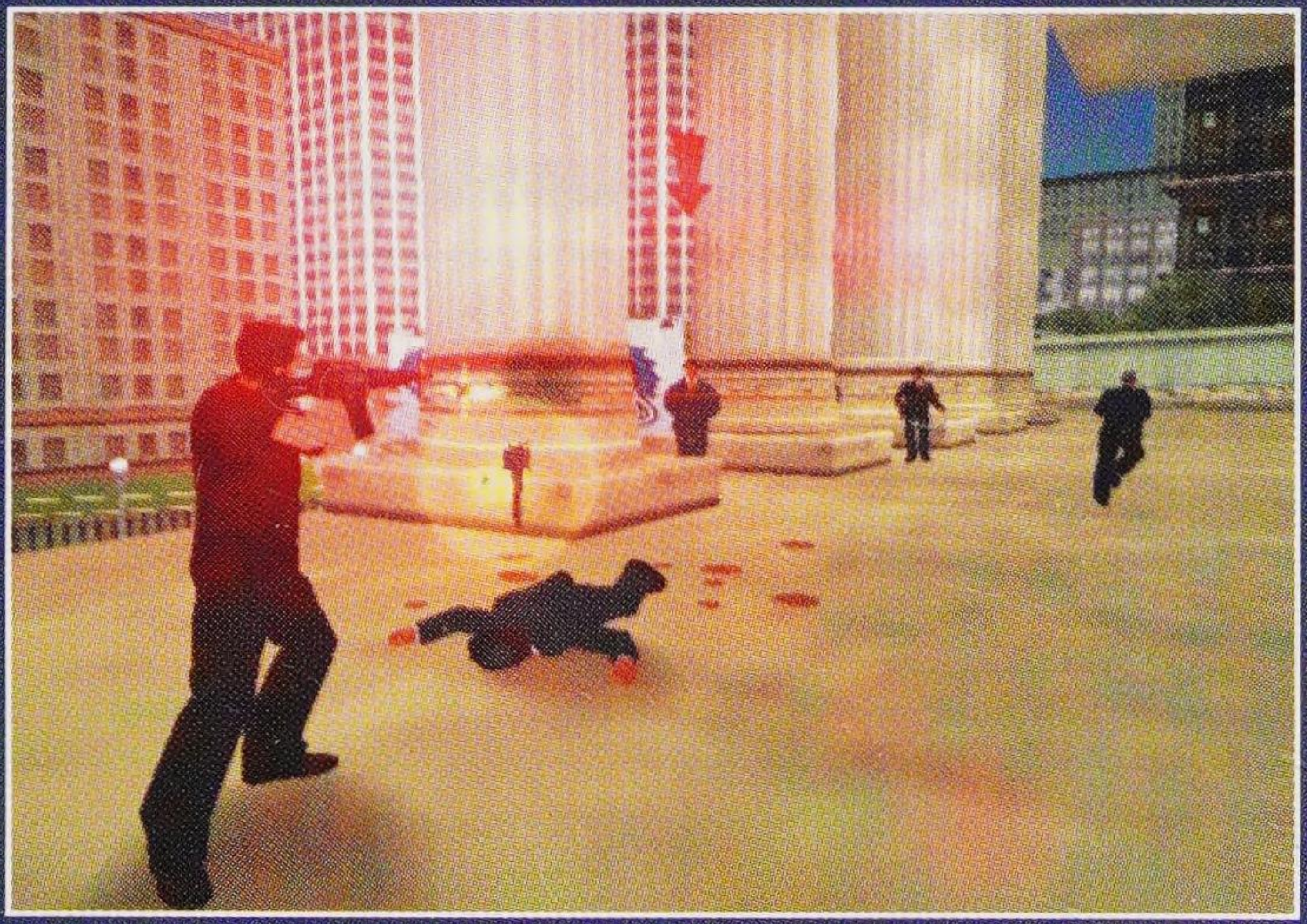
Before you step into the yellow marker at Sal's mansion **(S)** in Portland, make sure to have full Health and Armor, a Rocket Launcher with at least 20 rounds for trial and error shots, an M4, and a sniper rifle. These things can be purchased or found by going out of your way during the mission, but it's best to have them from the start.

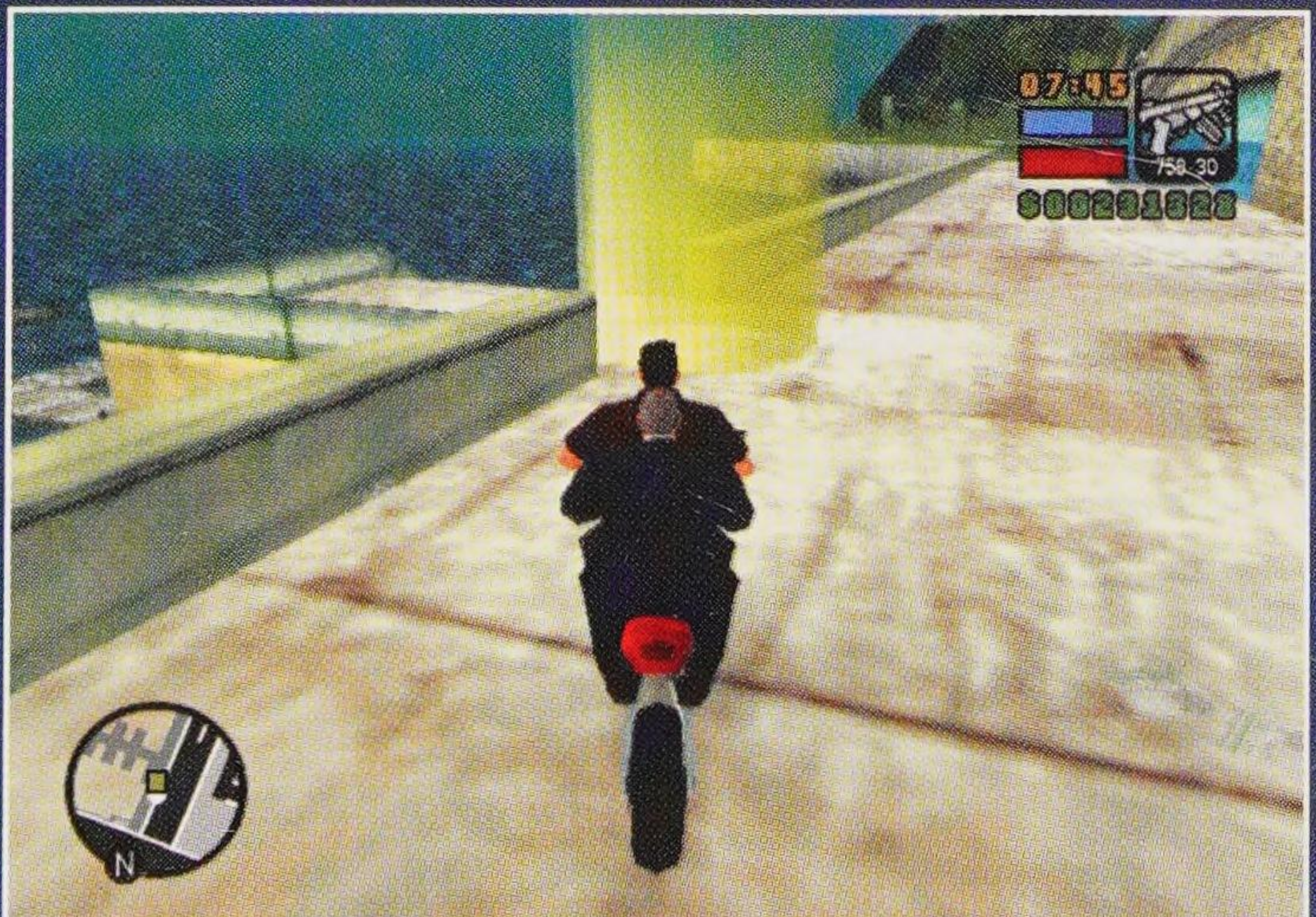
Take Sal's Leone Sentinel from his driveway, allow time for Sal to enter, and then follow his driveway out to the street. Sicilian hitmen in Stingers may attack somewhere between Sal's house and the Callahan Bridge, but this is pretty random so just expect a little resistance along the way. You can outrun them, use the drive-by attack, or get out of the car and finish them off on foot with a variety of weapons.



SAL is in a rare form. He's gloating over what the two of you have accomplished. The Forellis and Sindaccos have been dealt with and the Sicilians are on the phone asking for peace. Unfortunately, the overconfident Salvatore crudely tells the Sicilians what they can do with their peace plans. Toni's not sure that was such a great idea. Now Sal wants you to escort him to the mayor's office to see about getting his charges dropped.







Follow the yellow blip on the radar to the yellow marker on the sidewalk of City Hall in Staunton. Do not drive into the marker. Instead, stop short of it, get out of the car, select the M4, and then walk into the marker. A Sicilian ambush suddenly occurs here, right in front of City Hall **(1)**.

TAKE OUT THE SICILIAN MOBSTERS.

Four mobsters appear at the top of the steps and two more pull up in a Stinger on the street behind you. Sal runs up the steps and into City Hall to talk to the mayor. As soon as control returns to you, sprint up the right side of the wide City Hall steps to reach the top of the veranda. Turn to auto-target and shoot the four armed Sicilians, who are also on the large veranda. A couple of mobsters may pause behind a column, making it more difficult to shoot them for the moment. If so, quickly look back down the steps, then auto-target and shoot them as they move between the street and the steps. Next, turn and finish off the remaining mobsters on the veranda.

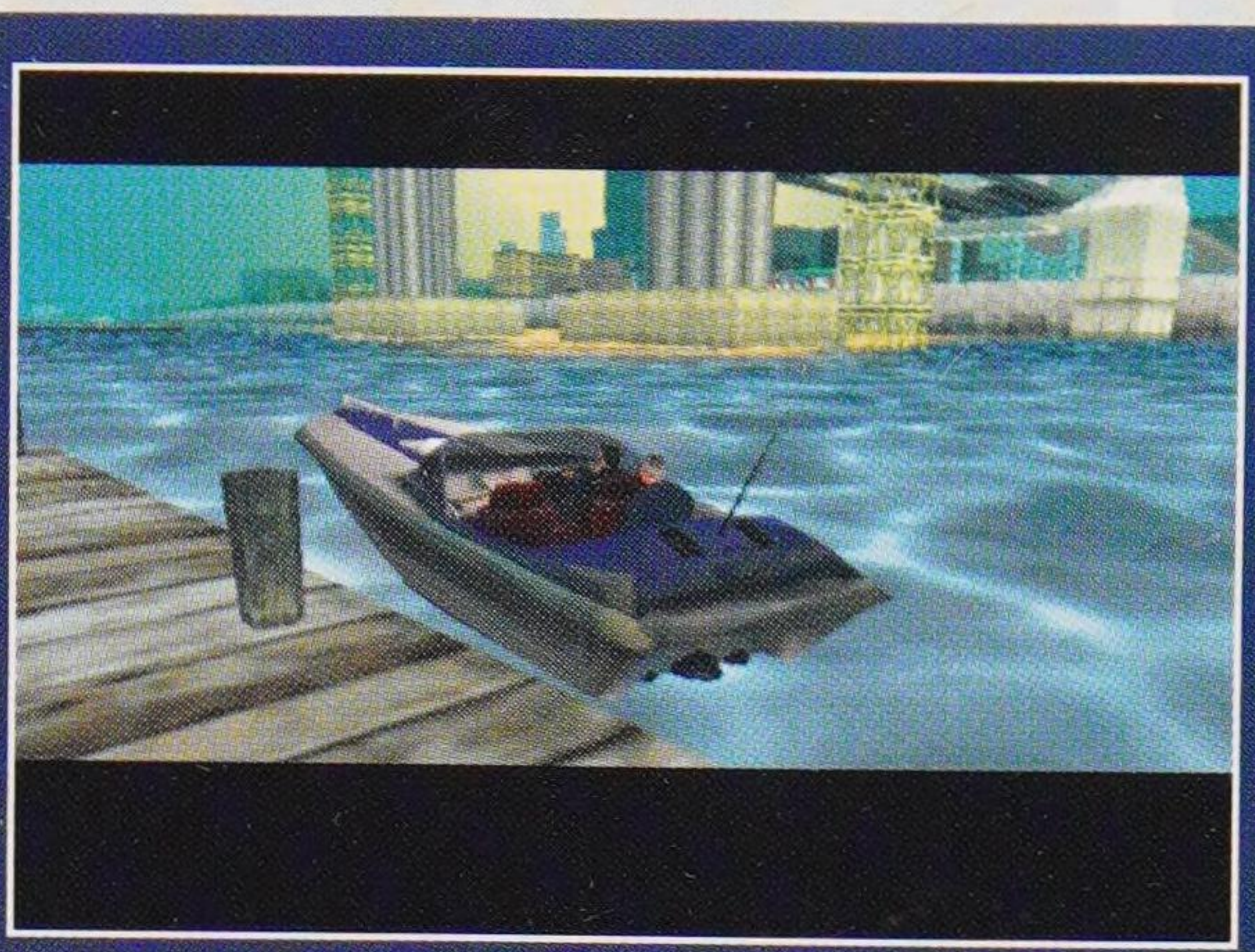
When all six Sicilian thugs are dead, Sal comes out of City Hall, screaming that they got the mayor. He's been kidnapped by the Sicilians! If you acquired a Wanted Level during this short battle, collect the Police Bribe on the strip of grass between City Hall and the Police Station next door.

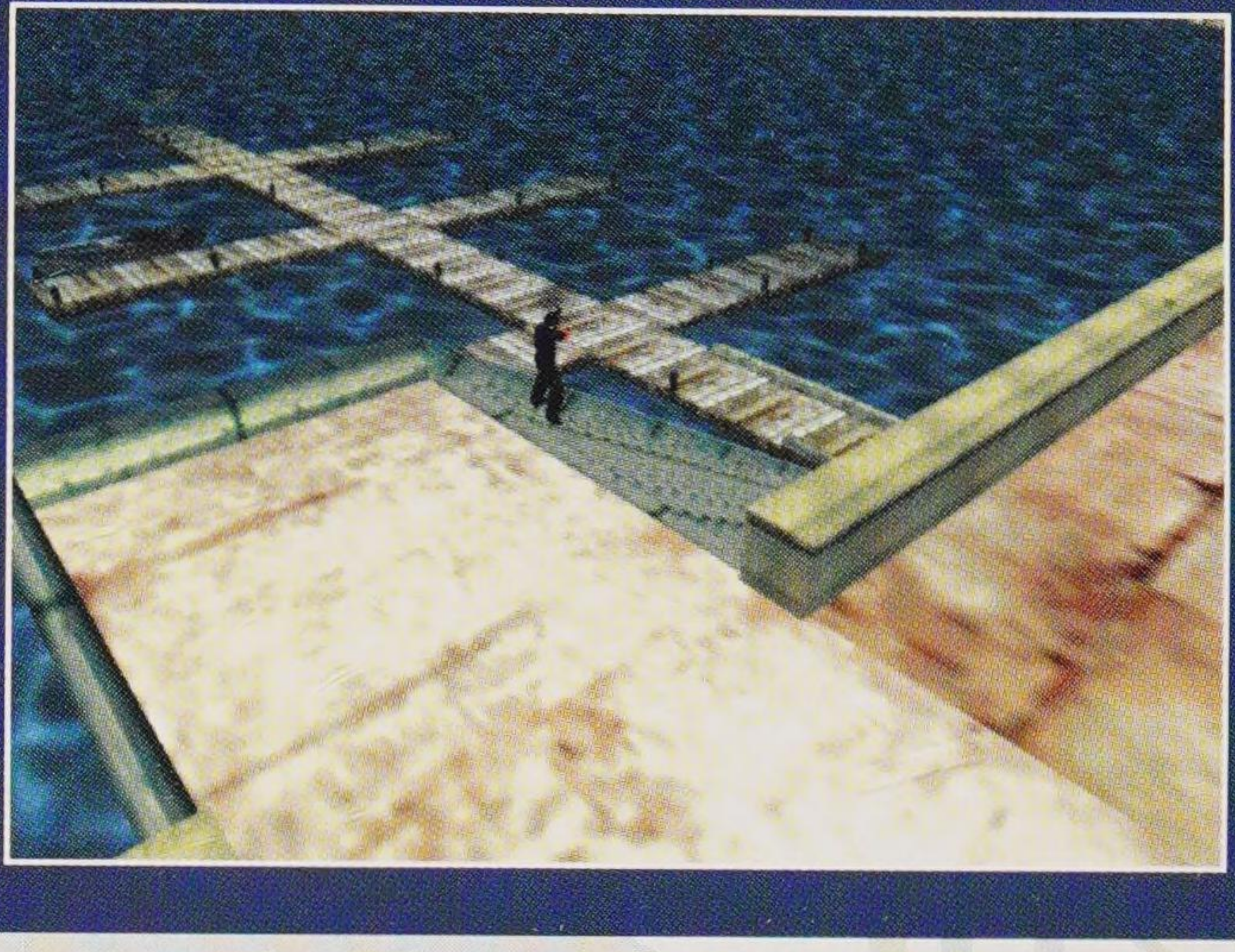
HEAD FOR THE PIER.

Get back into a car and take Sal to the pier. If you don't currently have a rocket launcher, you still have time to go to Phil Cassidy's and purchase one (follow the American flag blip to his shop). You can also visit your safe house and top off your Health and Armor, and grab whatever weapons you've unlocked through Hidden Package collection. When you're ready, step into the yellow marker on the boardwalk above the pier in Newport. Follow the green path on our map for a sensible route to your destination **(2)**.

TAKE OUT THE SICILIAN WISE GUY.

When you pull into the yellow marker at the pier, a single Sicilian gunman is visible on the pier below. Approach the edge of the steps to face the man on the pier, then press the auto-target button and fire the M4. The moment he falls, Sal and Toni enter a speedboat and take off after the mayor's kidnappers.



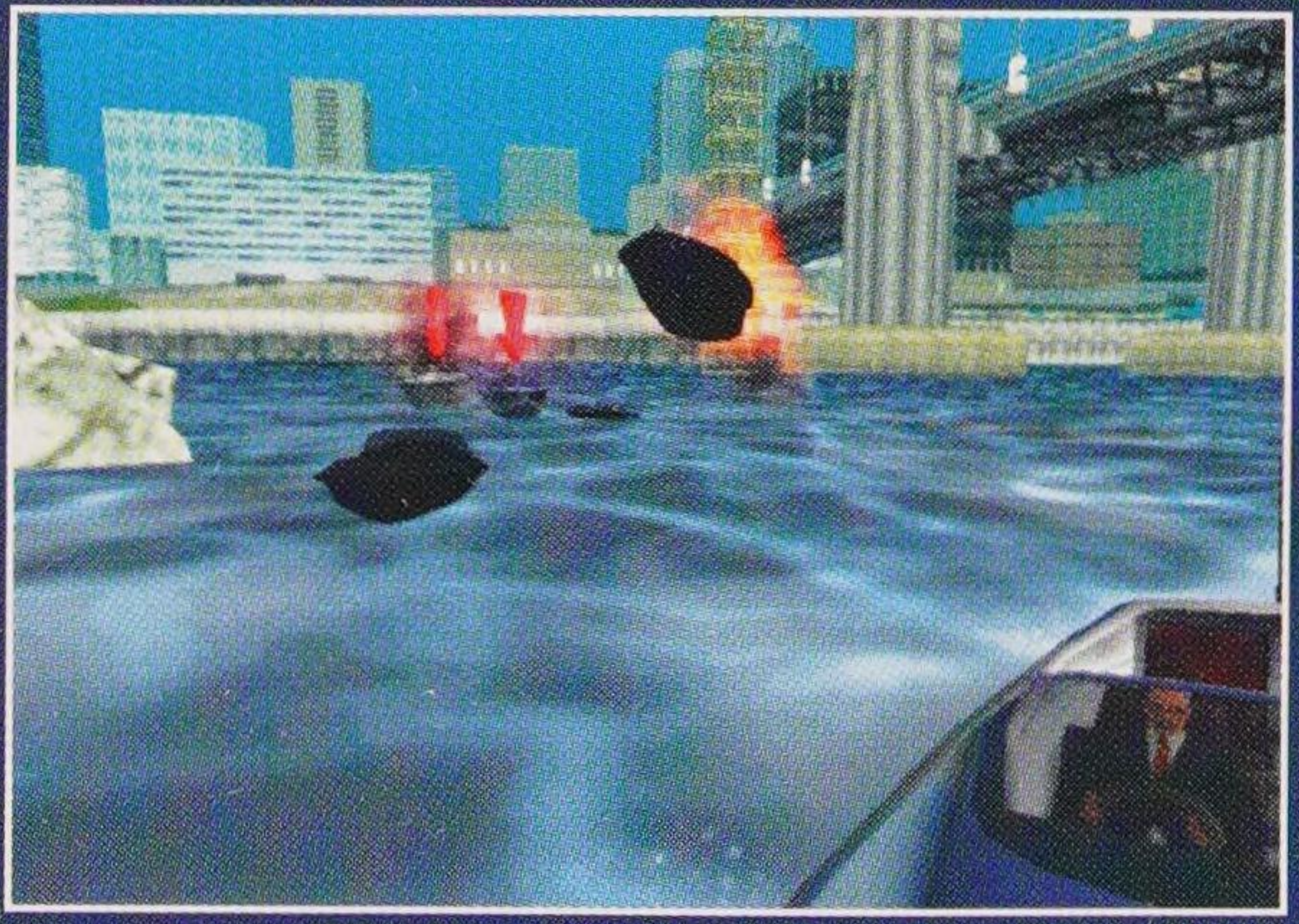


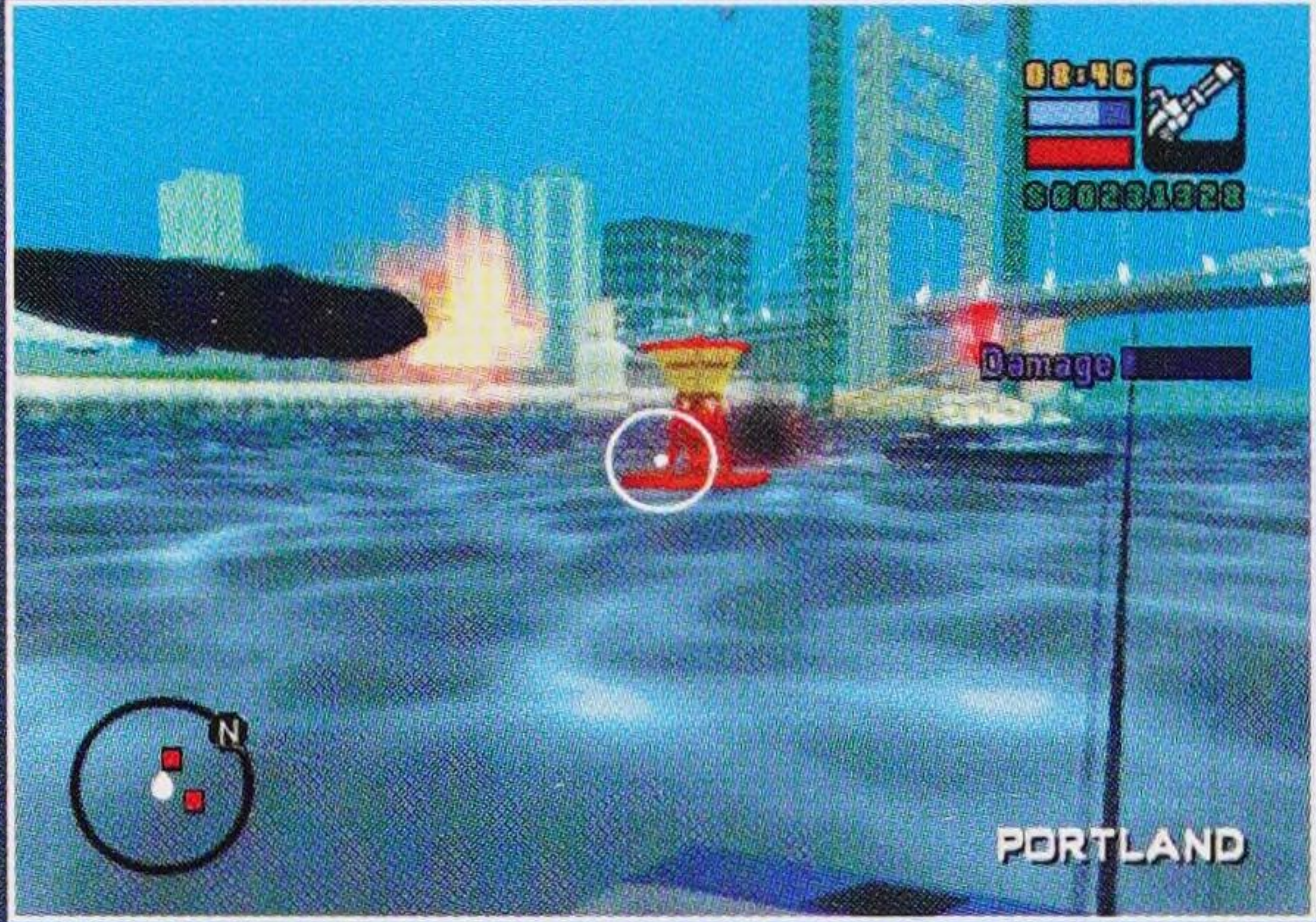
MISSION SAVE POINT

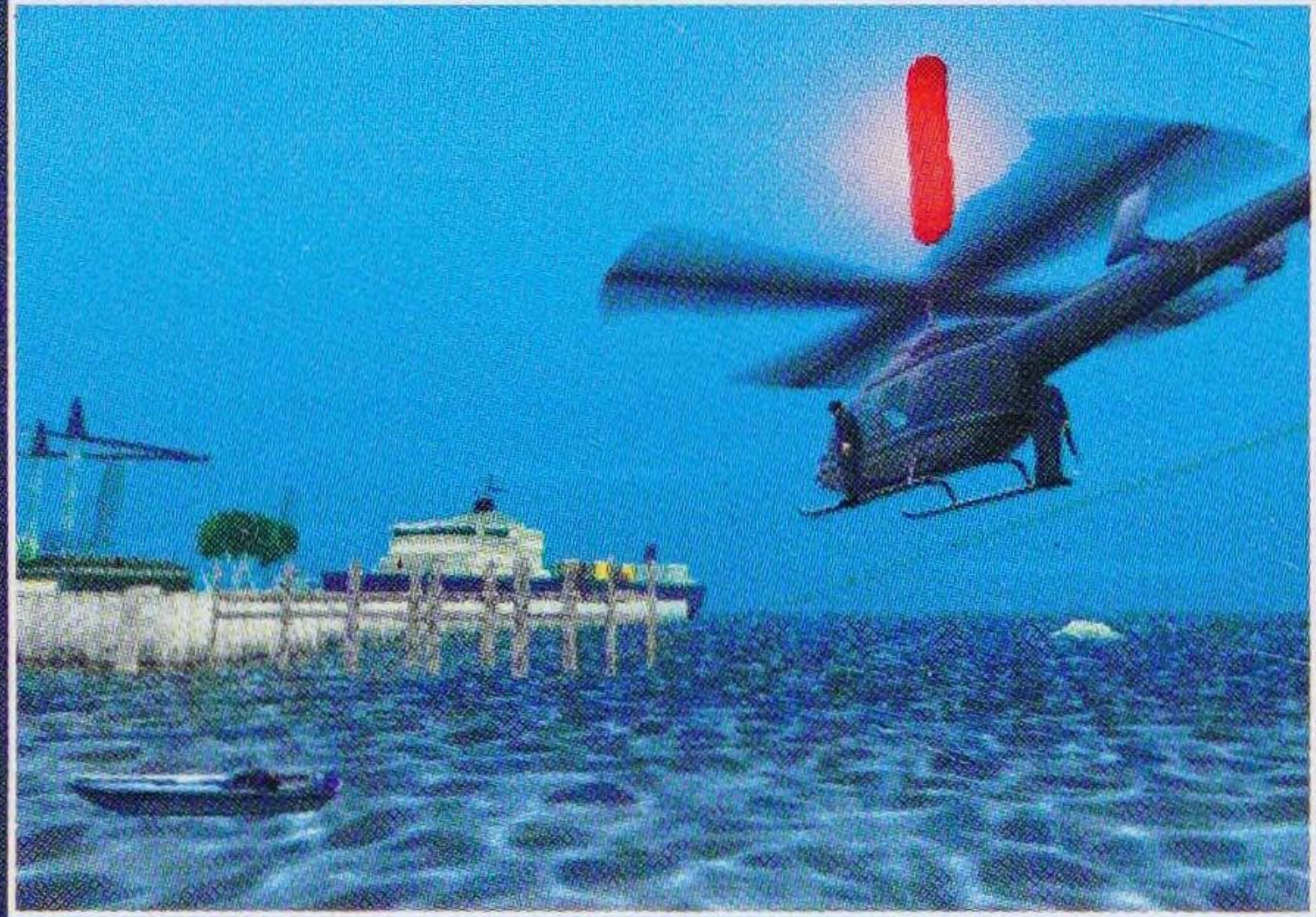
If you happen to fail this mission, the game gives you a head start to success on subsequent attempts. When you retry the mission—by picking it up again at Salvatore's mansion—you automatically jump directly to the previous objective: Take out the Sicilian wise guy on the pier.

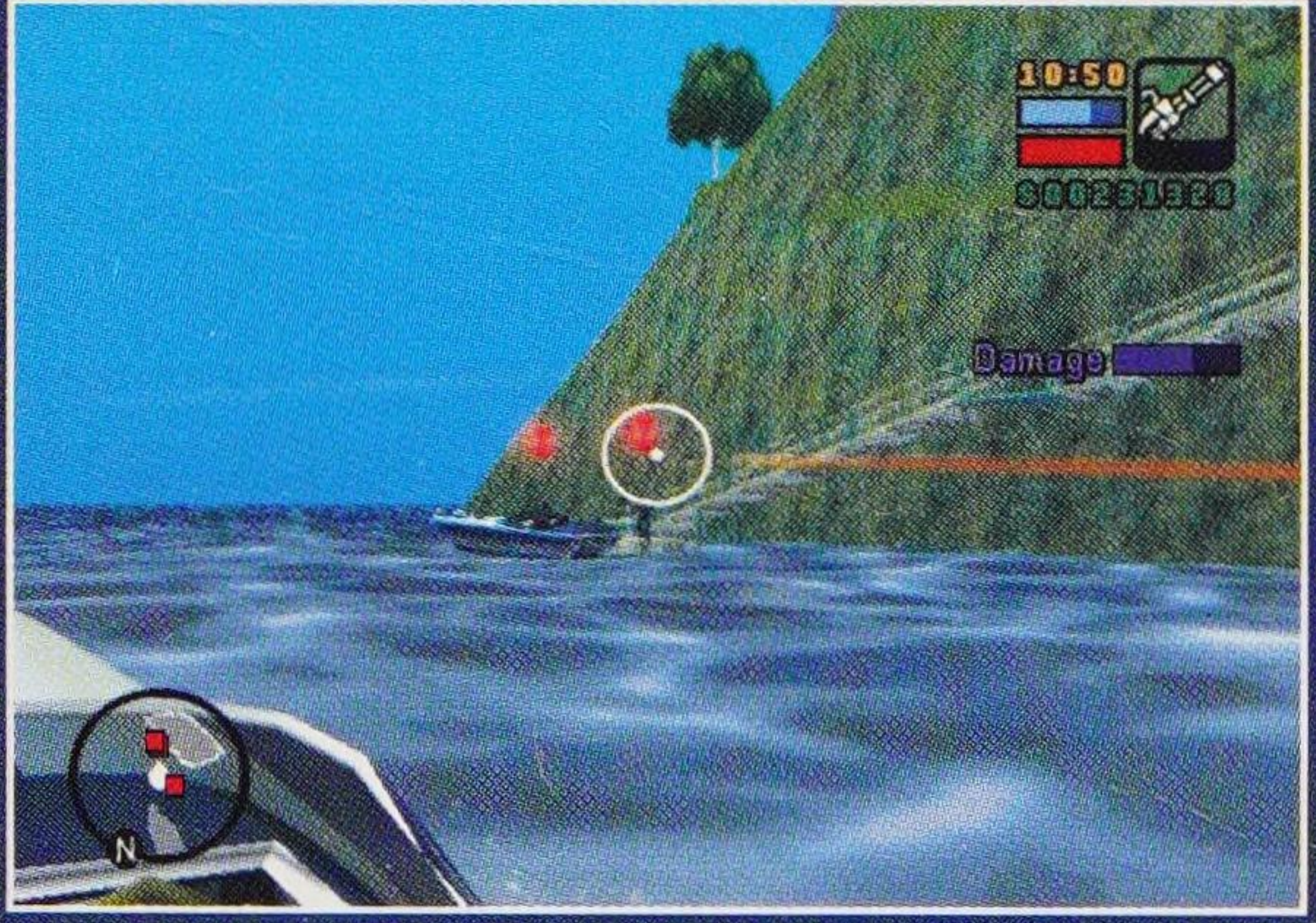
PROTECT YOUR BOAT FROM SICILIAN MOBSTERS.

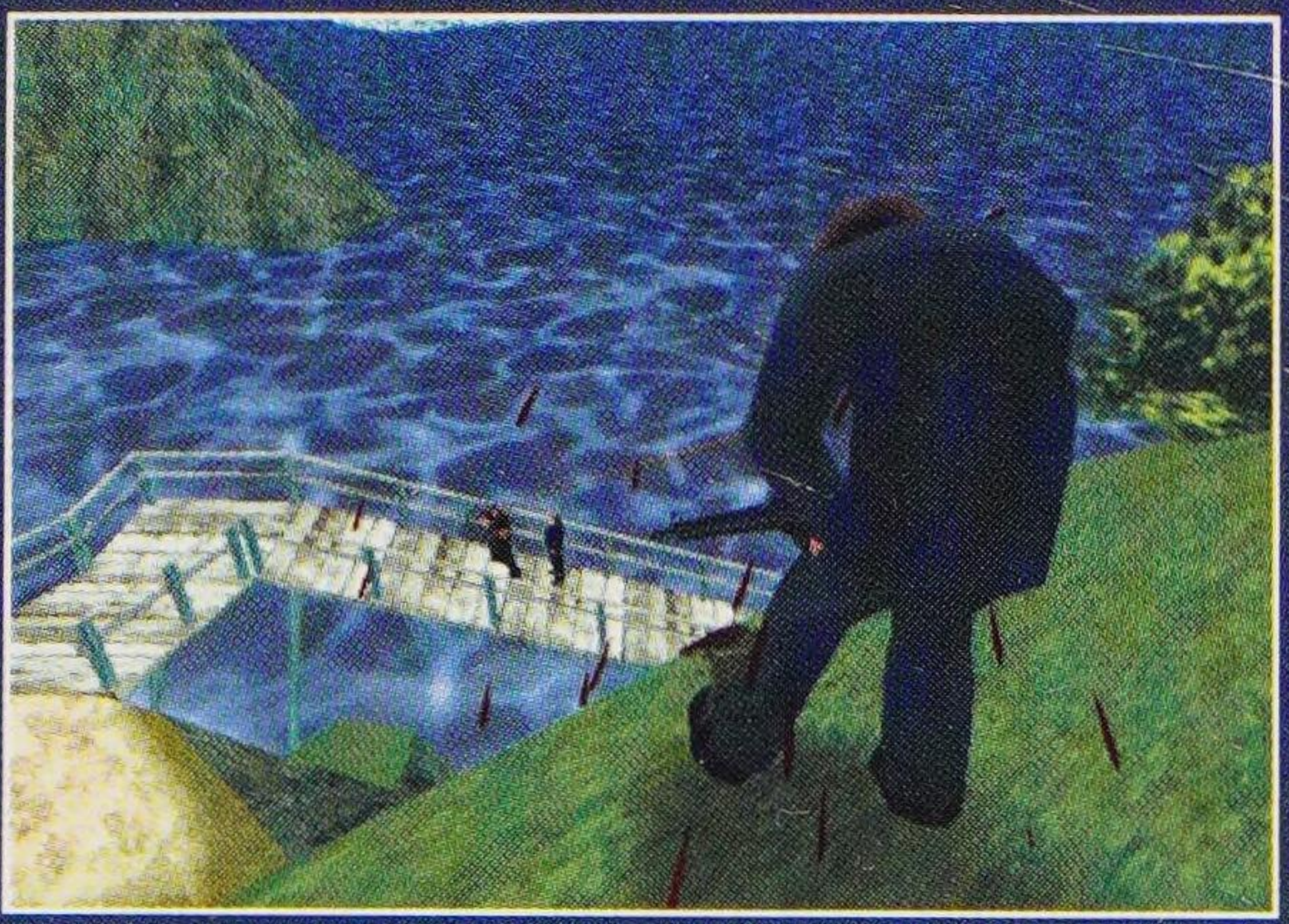
Sal navigates the boat while you man the mounted minigun with unlimited ammo. The game becomes a first-person shooter and you must fend off the attacking Sicilians to keep your Damage meter from maxing out. Sicilians in speedboats, usually attacking in groups of three, give chase and try to stop you from rescuing the mayor. Each boat has a driver and a passenger armed with an AK-47. Sal shouts out directional commands. For the most part, you can keep your sights to the back of the boat, mostly around your wake. You take damage if a Sicilian boat explodes too close to yours, so try to destroy enemies while they're still at a fair distance.











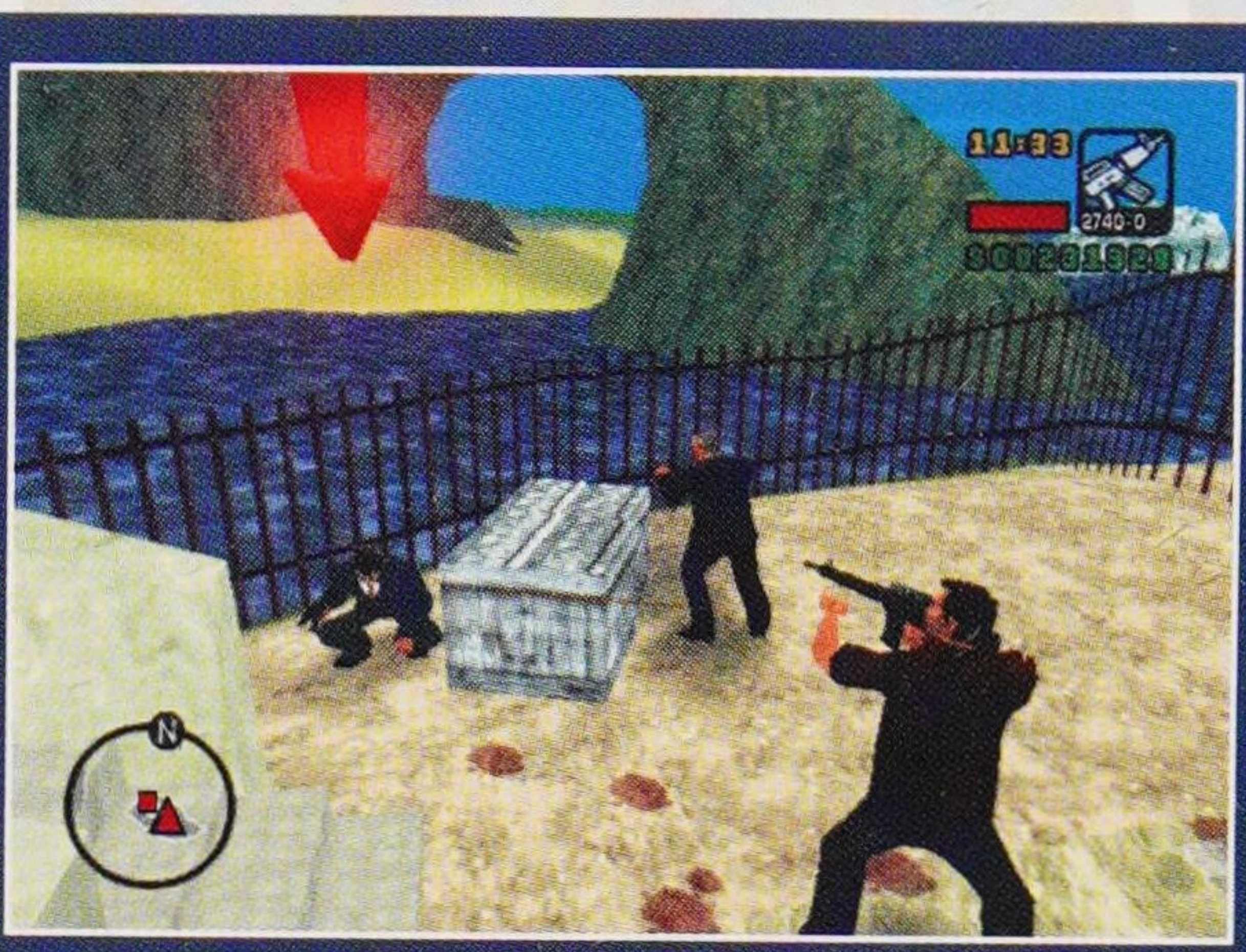
Aiming the minigun is very difficult while the boat is continuously bouncing over the waves. Avoid readjusting your vertical aim with every bounce. Generally, you should aim at the horizon and leave the vertical adjustment alone. Allow the sight to jump with the movement of the boat. Concentrate rather on horizontal aiming while tracking the enemy boats behind you. Occasionally, boats will enter the battle from either side, but it's mostly from behind, so keep an eye on the red radar blips (enemy position). When a boat comes close enough that you can get picky with targets, aim for the occupants of the boat; this either kills the driver, which takes them out of the chase, or kills the gunmen, which makes the vessel no longer a threat.

As you approach a large Portland pier, a chopper enters the battle **(3)**. Aim upward and hit it as much as you can without worrying about taking out the gunmen on the landing skids. Just blow it out of the sky. After this, it's nothing but more scattered Sicilian boat attacks until you reach the lighthouse **(4)**. Look to the left as you begin to circle the maritime beacon. Shoot the boat docked at the lighthouse pier. Blow it up to also take out the two guards standing on the pier near the exploding boat. If you miss, Sal circles the island for another go at it. Once you kill the guards on the pier, Sal and Toni automatically dock the boat at the same lighthouse island pier.

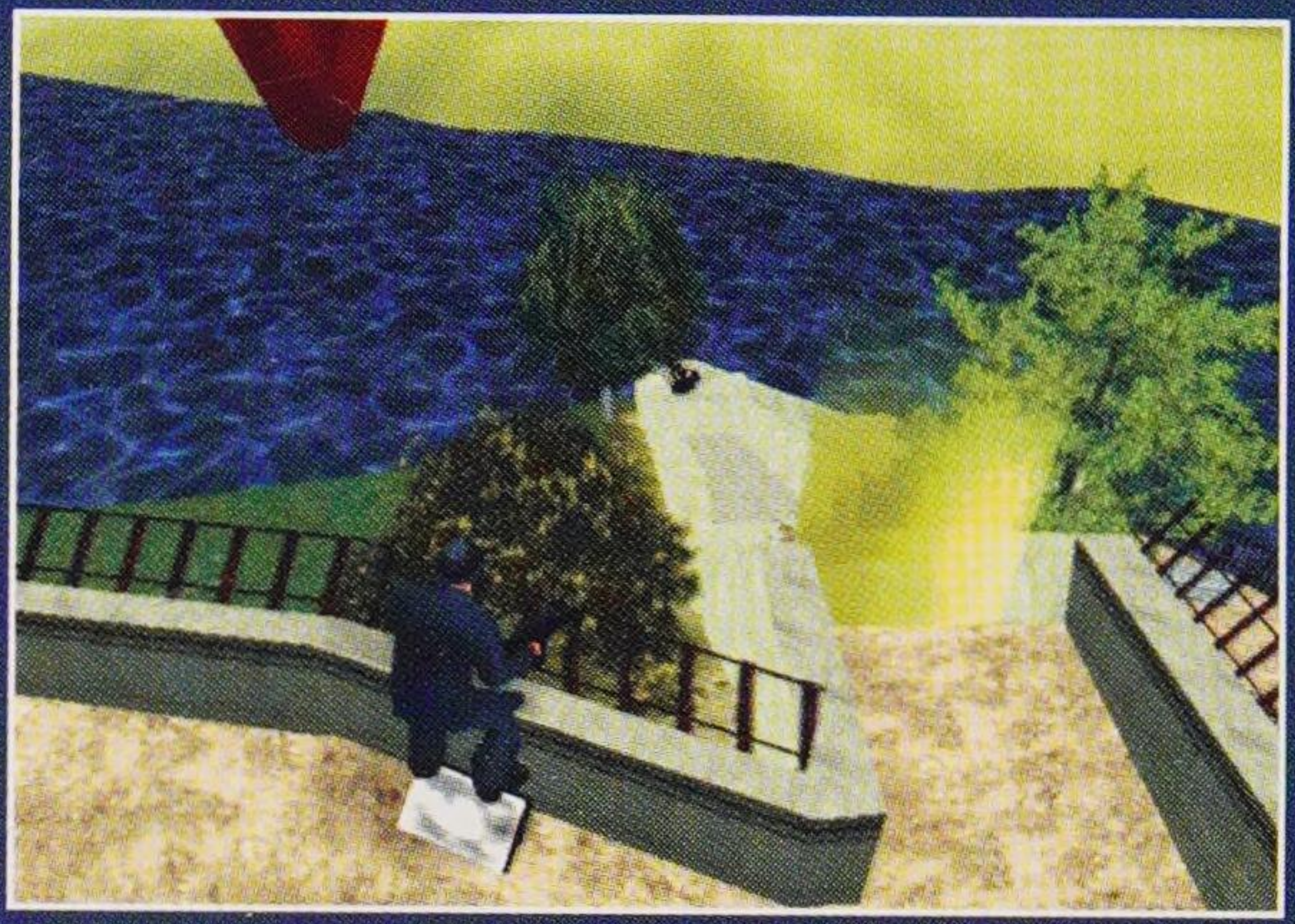
THE LIGHTHOUSE CLIMB

Select your M4 rifle and run up the long set of stairs, then stop just before the platform where the stairs turn left into a small fenced area. Quickly turn left and face the mountainside. Press the auto-target button and a Sicilian gunman on a mountain ledge is targeted. Shoot him before he gets a shot off.

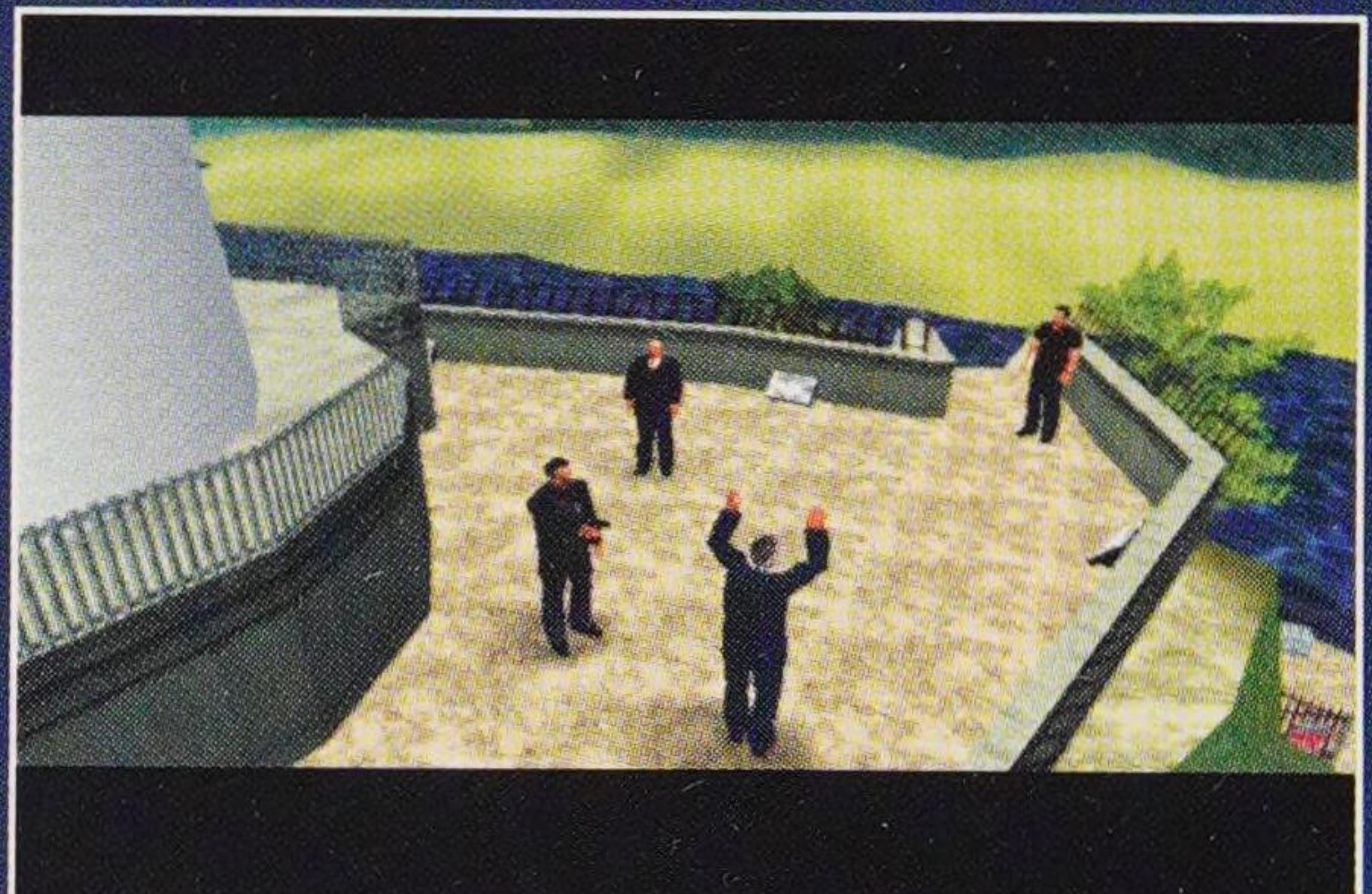
Walk up to the platform where the next set of short stairs leads to a fenced-in area. Select the sniper rifle and pick off the Sicilian at the top of the mountain who pokes his head up from behind a break in the wall to shoot at you. Next, move a little closer to the next set of stairs and snipe the Sicilian who hides behind the crates in the fenced area, then take his M4.



Walk up the concrete stairs to the second landing near the tall tree. Look through the sniper scope and find the last guard at the top of the stairs to the right of the yellow marker. He's behind a railing and a bush. Take him out when he pokes his head up to shoot. Select the rocket launcher and run up the stairs into the yellow marker at the base of the lighthouse.

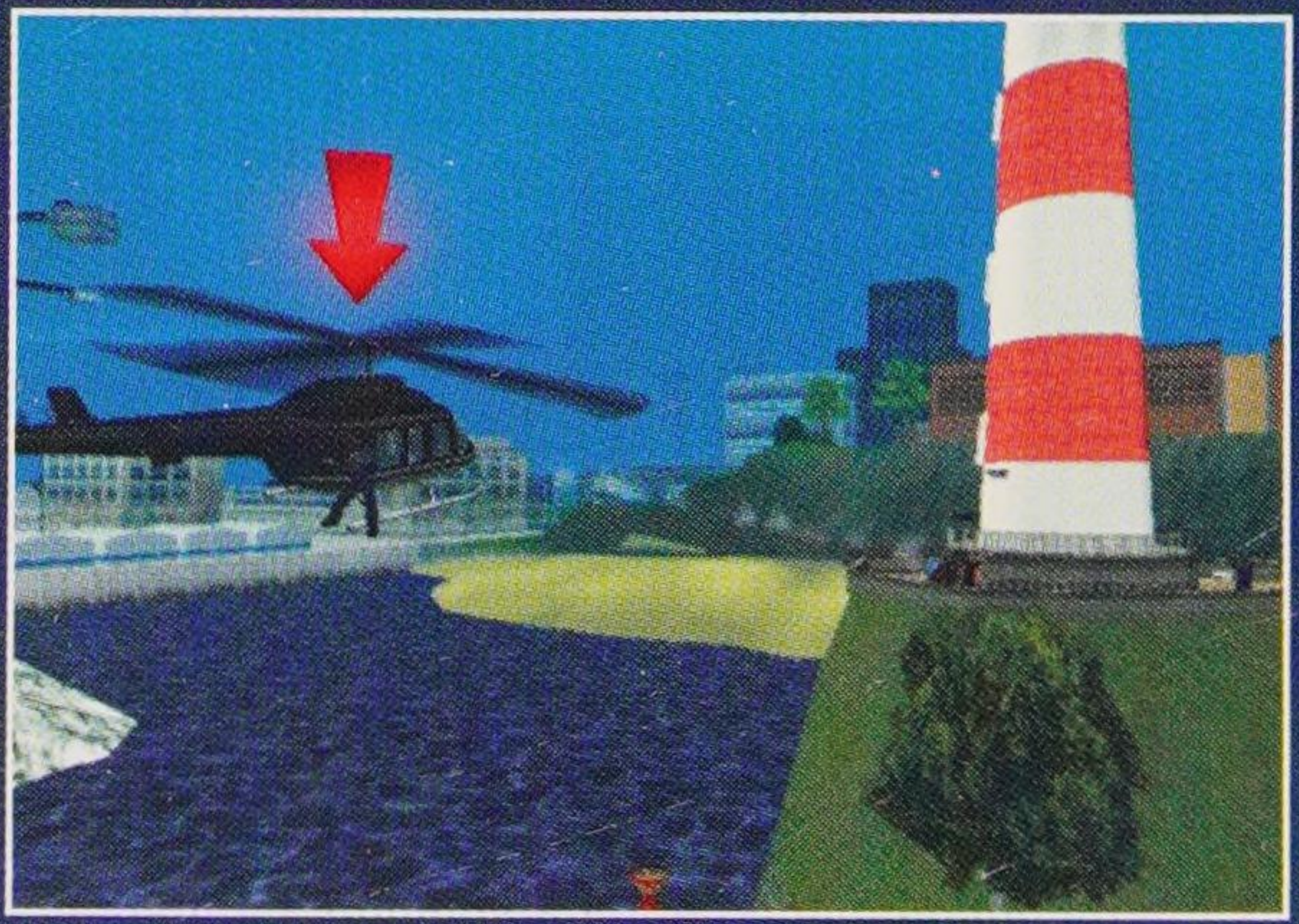


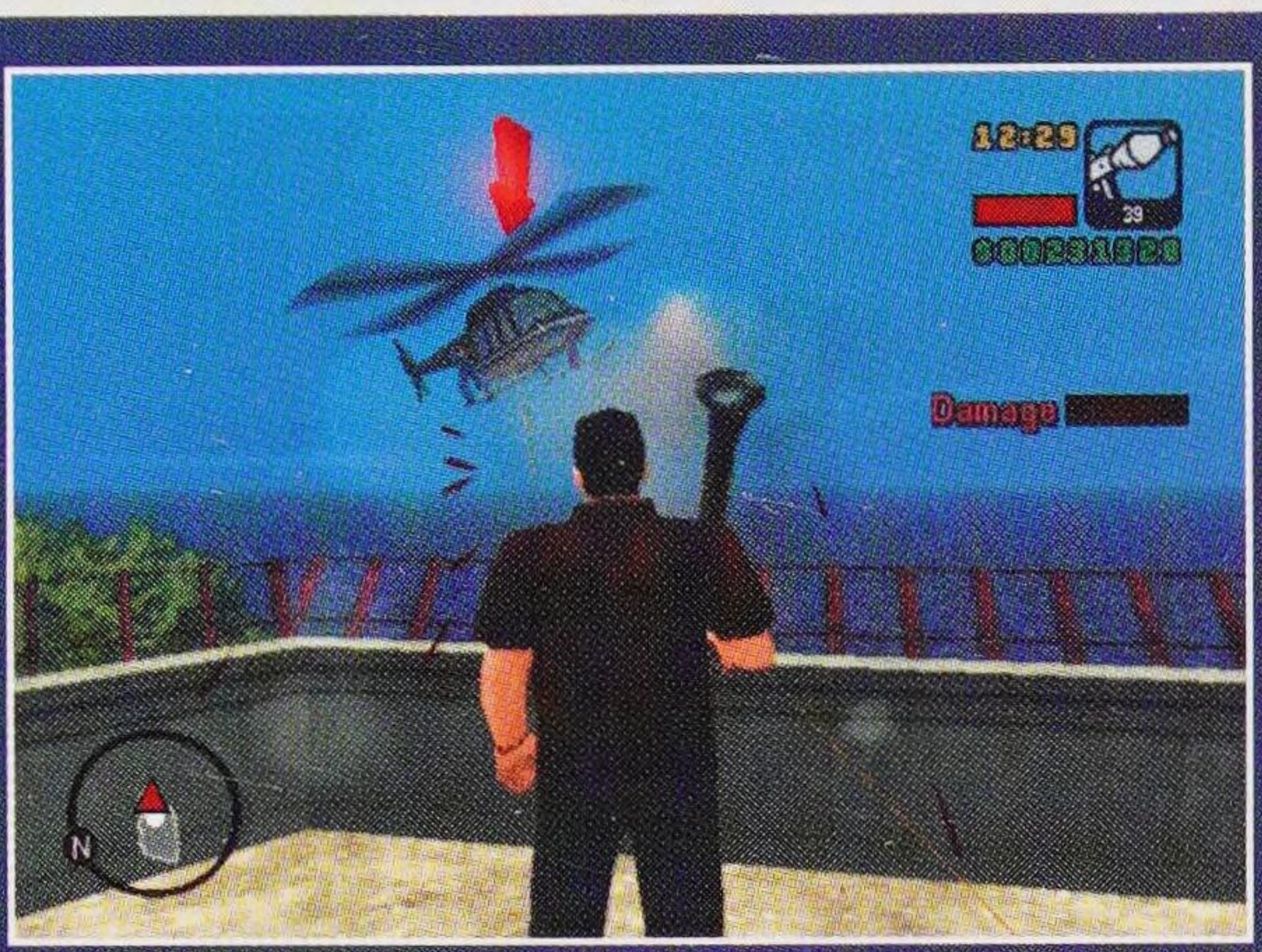
SAL and Toni reach the top of the island and find none other than Massimo Torrini, Cosa Nostra's old Sicilian guard, holding the mayor hostage. A war of words breaks out, then Massimo makes a break for it. His helicopter drops down and extracts him from the island, leaving Toni, the mayor, and Sal to fend for themselves.



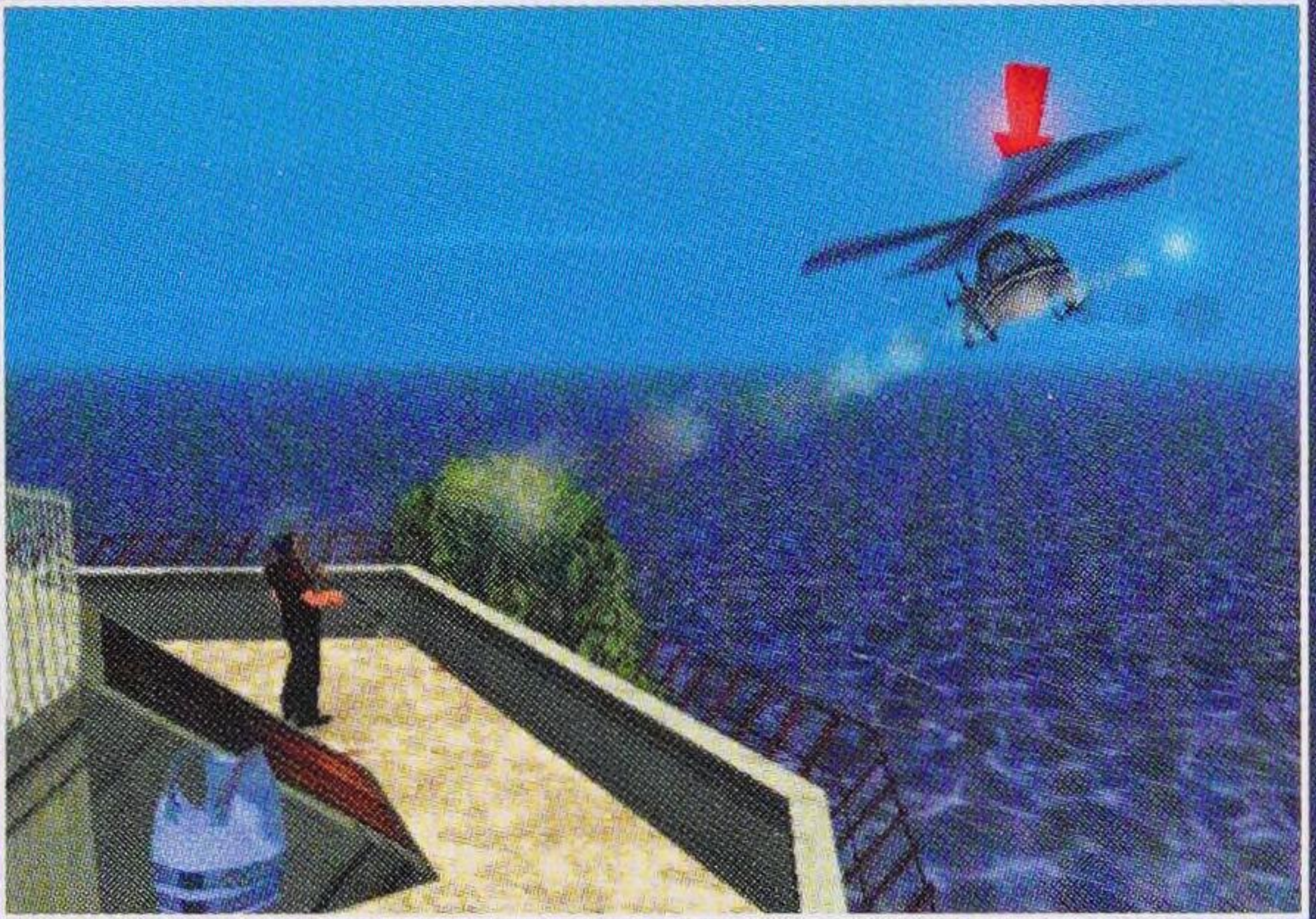
THE FINAL BATTLE

A Damage meter appears onscreen that gauges the condition of Massimo's helicopter, which is the only target in this battle. There's Body Armor behind a set of stairs, but only use it when yours is gone; avoid taking it until then or you'll waste this precious commodity. There's also an M4 rifle above the Armor, on the small walkway that wraps around the base of the lighthouse. Hopefully, you won't be in a position where you actually need that.



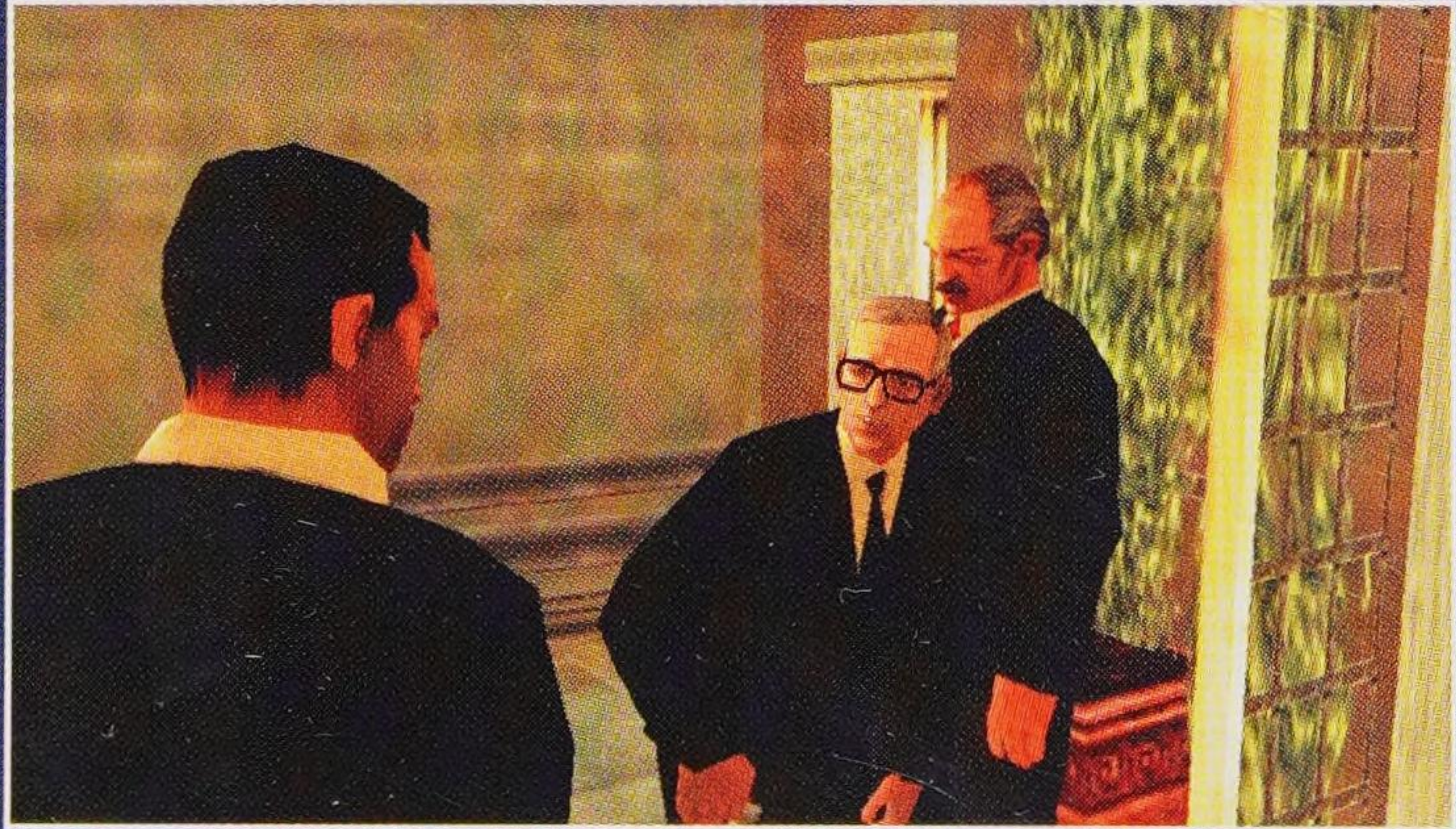


At this stage, there are a few different ways you can fail the mission: you can get shot up by the helicopter gunman, you can blow yourself up with a poorly aimed rocket, or Sal and the mayor could fall under a hail of helicopter bullets. For these reasons, you must take the helicopter out quickly.



Get away from the mayor and Sal; the helicopter targets you, so don't let them get caught in the crossfire. The chopper is constantly moving, but remains steady at certain altitudes a few times in its flight pattern. It can be difficult to shoot with rockets, so keep multiple rounds in reserve.

The helicopter is very durable and can withstand two direct hits from a rocket—the third destroys it. It takes a long time to bring down the helicopter when using the M4 as your primary weapon of attack. Furthermore, the helicopter's bullets are extremely damaging—similar to getting hit with .357 rounds. You cannot withstand many of these attacks, so counter quickly with the rocket launcher and stay away from Sal and the mayor. The one advantage of the M4 is that you can auto-target the helicopter. So if you're not such a hot shot with the Rocket Launcher you may find using the M4 is easier as a means to defeating the heli.



Once Massimo's helicopter is destroyed, the final Main Story mission is complete and you reach the game-ending cinematic. Now go have fun with all those remaining pastimes, Unique Stunt Jumps, and Rampages that you still have yet to play!

SHORESIDE VALE

SEE THE SIGHT BEFORE YOUR FLIGHT

AVAILABILITY: Anytime after entering Shoreside Vale.

LOCATION: The tourist booth near the fountain and subway entrance at the end of the Francis Intl. Airport road. See number 37 on our Pastimes map.

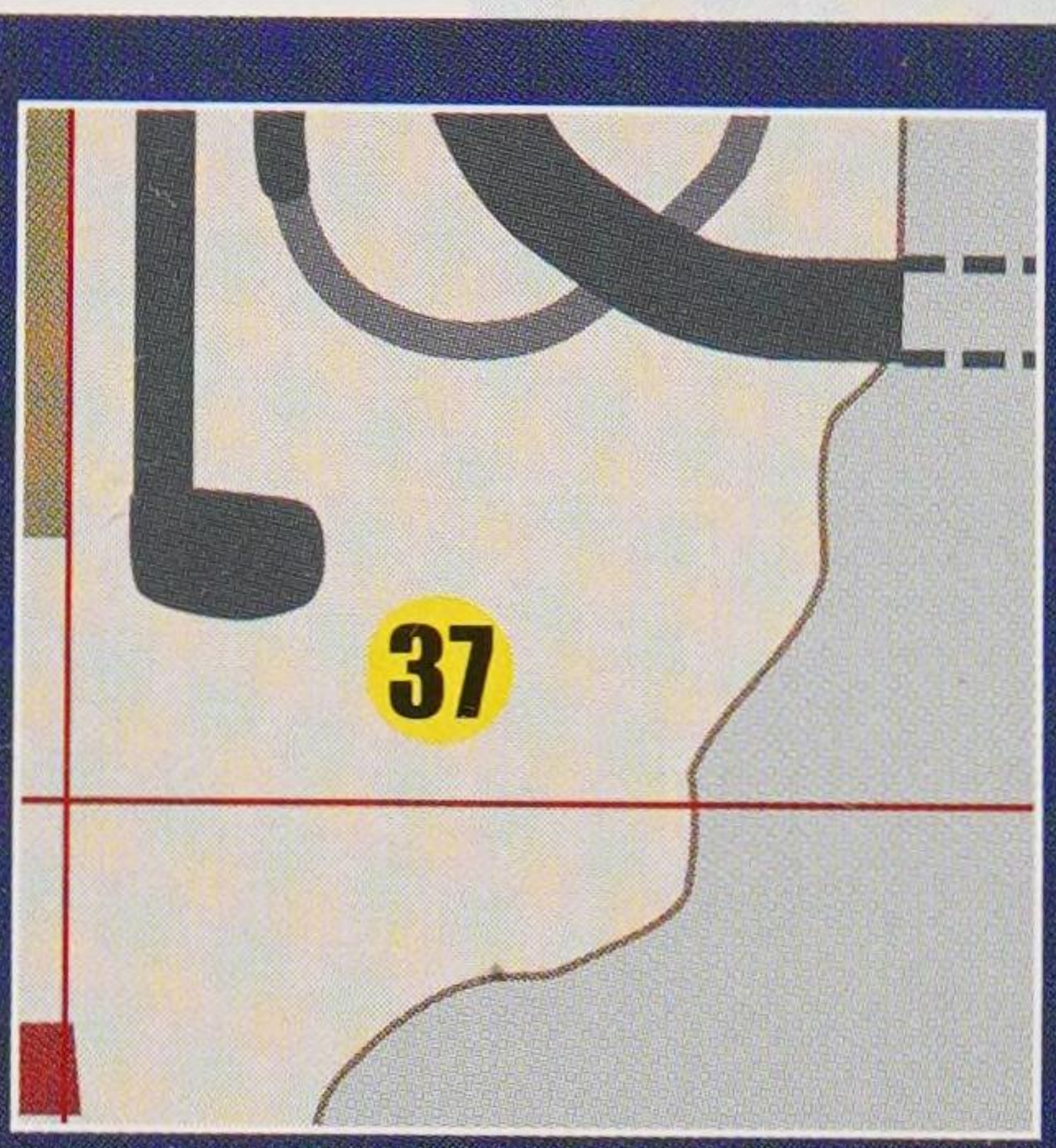
RESTRICTIONS: You cannot take this mission if you are currently in another.

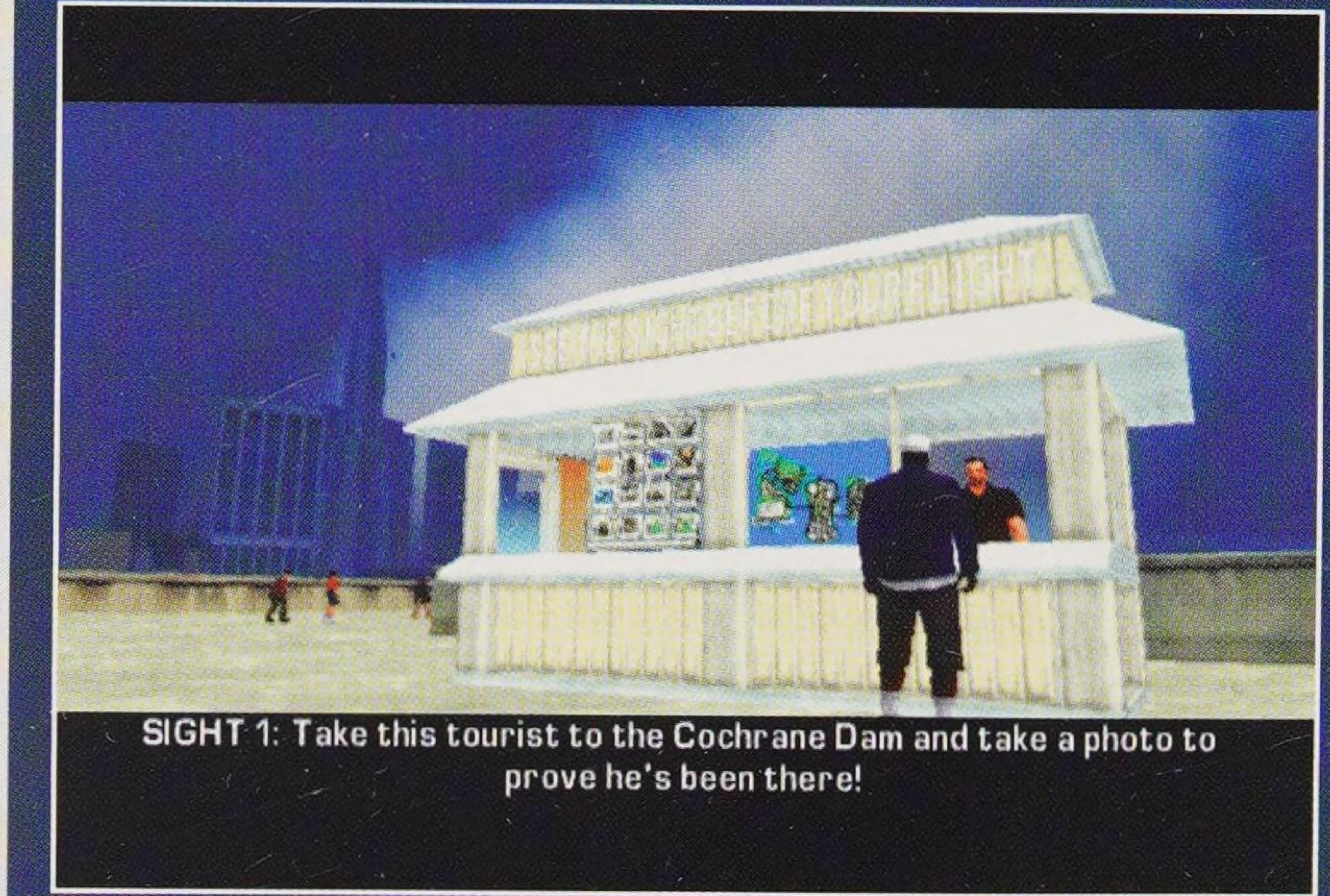
REWARD: Cash upon completion of a mission. Bonus money is awarded for excellent photos.

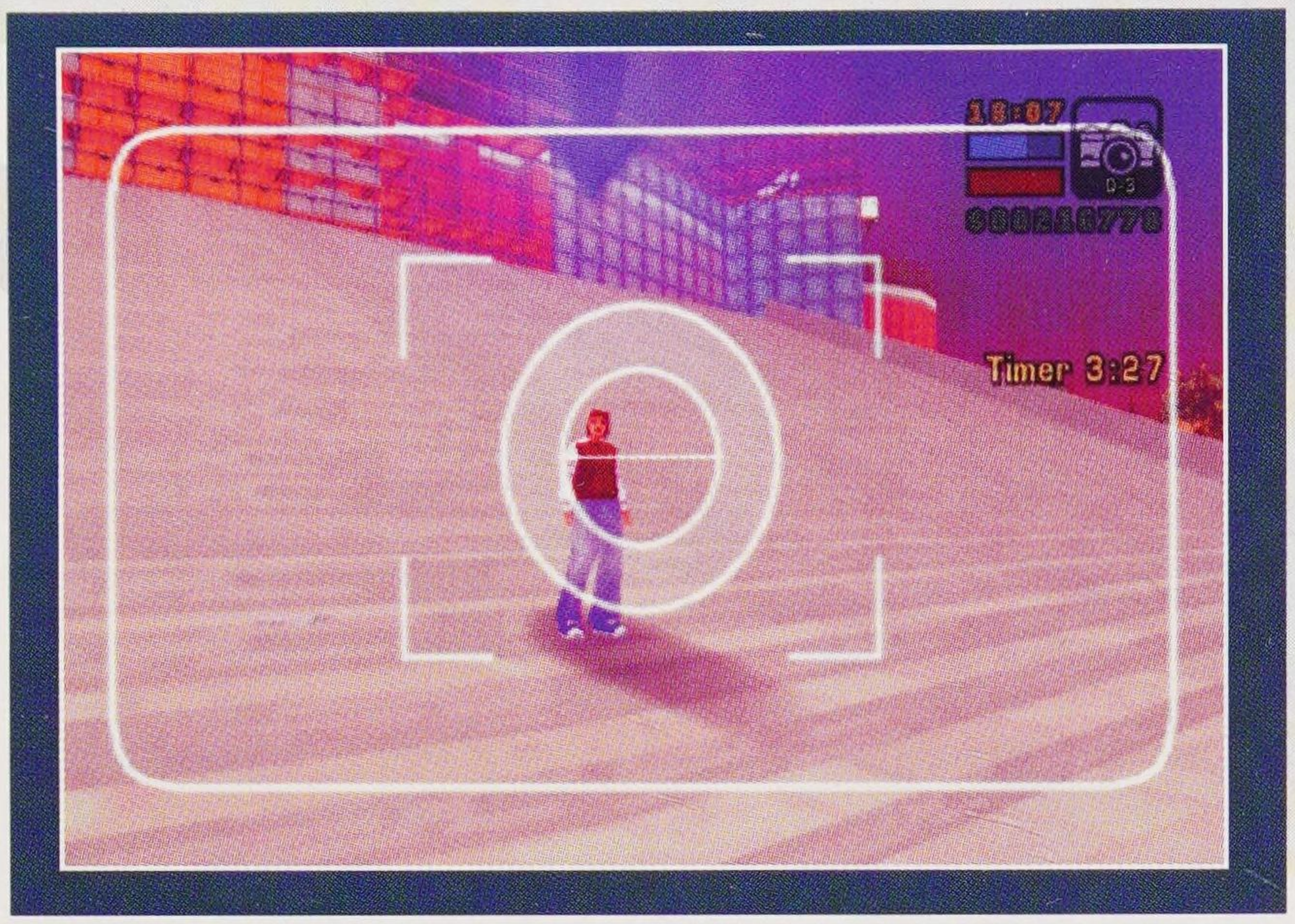
UNLOCKS: Once all 12 missions are completed a larger reward is given, the missions can be replayed in random order and a bulletproof "super" Landstalker is created at the Shoreside Vale safe house. Not only is it bulletproof, but it has better traction, it's heavier, and it can take more punishment than a normal Landstalker.

DETAILS

Step into the yellow marker at the tourist kiosk near the subway at the Airport. You are told to take tourists to famous Liberty City landmarks. Take the tourist to the spot shown on the radar and map (yellow blip). Once you stop in the sight marker the tourist walks to the spot where he wants the photo to be taken.




SIGHT 1: Take this tourist to the Cochrane Dam and take a photo to prove he's been there!



The camera appears in your hand. Take a photo of the tourist and include the sight in the picture as well. You have a limited number of shots per mission to take a good photo. Once all the film is spent, take the tourist back to the tourist kiosk at the airport. All this must be done within a given time limit. Sights are decided depending on the mission number. Random muggers sometimes try to steal the camera from you and they must be eliminated.

TIPS

- This is a very fun pastime. In the first one, you have 3 minutes and 20 seconds to take a tourist to the Cochrane Dam, take three photos of him, and return him to the kiosk before his plane leaves. We suggest taking a vehicle such as a Patriot to the kiosk before you accept the mission. Bikes are good, but you can't fall off a car as easily as you can a bike—and falling off a bike, finding the bike, and waiting for the tourist to get aboard wastes time.
- When taking the picture, make sure you can see both the subject and the sight clearly in the camera viewer. Don't get too far away. Take a variety of close-ups and wide shots just to be safe—and to try for that bonus money. Just make sure you have most of the site in the shot. For a good picture, you can get 500 extra duckets.
- When you return the tourist to the yellow marker at the foot of the steps (the steps to the fountain, kiosk and subway), you receive your bonus money, payment, and a "mission complete." These challenges are not consecutive missions. You can come back anytime you please to pick up the next mission and so on until you've completed all 12.
- The second mission involves you taking a tourist to Staunton to see Liberty Memorial Coliseum. This time you have an extra minute since it's so far away. In the third mission, you take a man to Chinatown Plaza in Portland. This is how the missions progress. Further destinations, a little more time… and then the thieves try to take your camera! After you receive the destination, pause the game and study the map to plot your route before you go.

Follow the tourist on foot to the photo location.

You have 2 shots remaining.

AWOL ANGEL

AVAILABILITY: As soon as you have access to Shoreside Vale.

LOCATION: The Angel motorbike is leaning against an apartment wall near a doorway in Wichita Gardens. See number 29 on our Pastimes map.

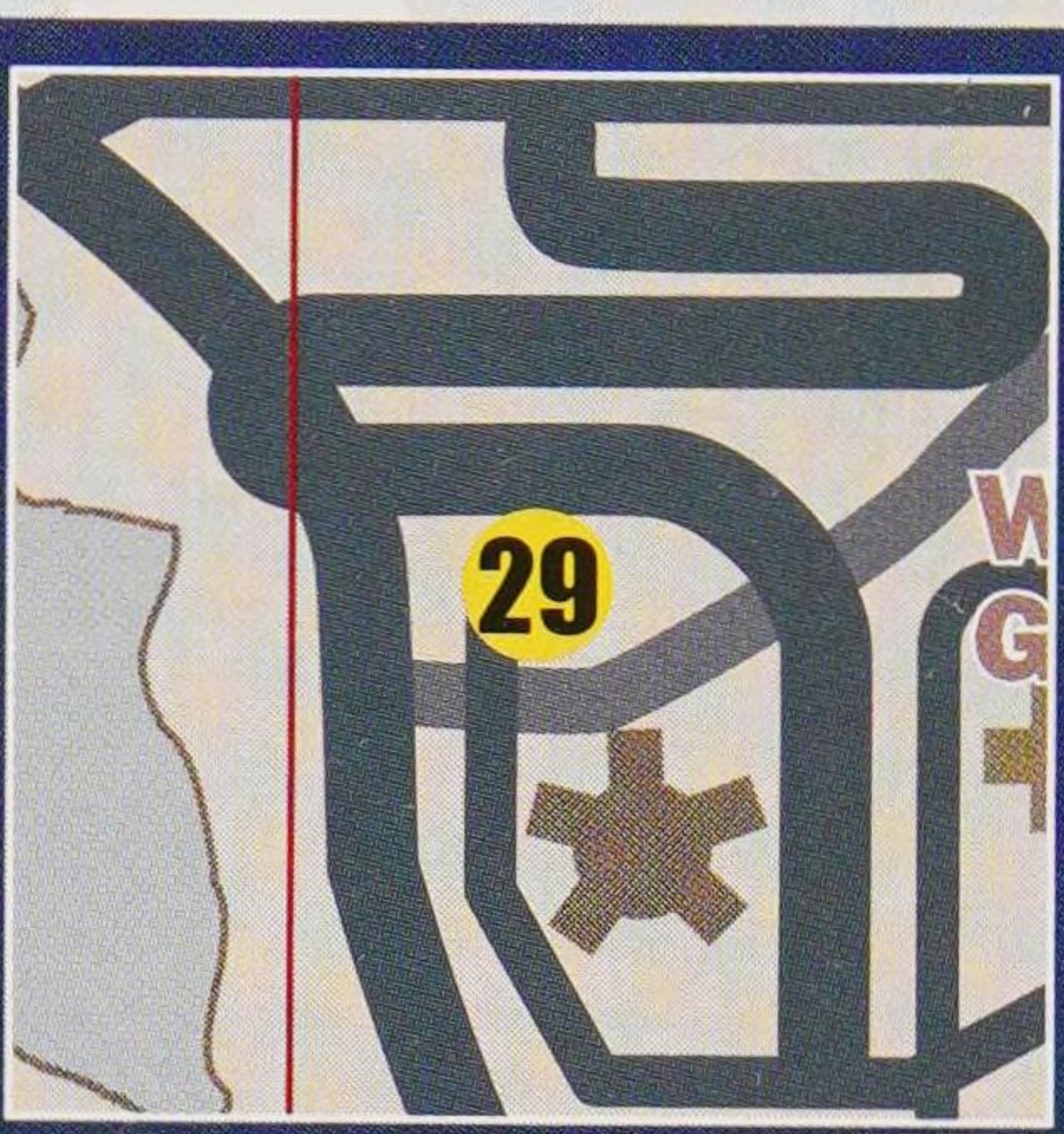
RESTRICTIONS: You cannot already be involved in another mission.

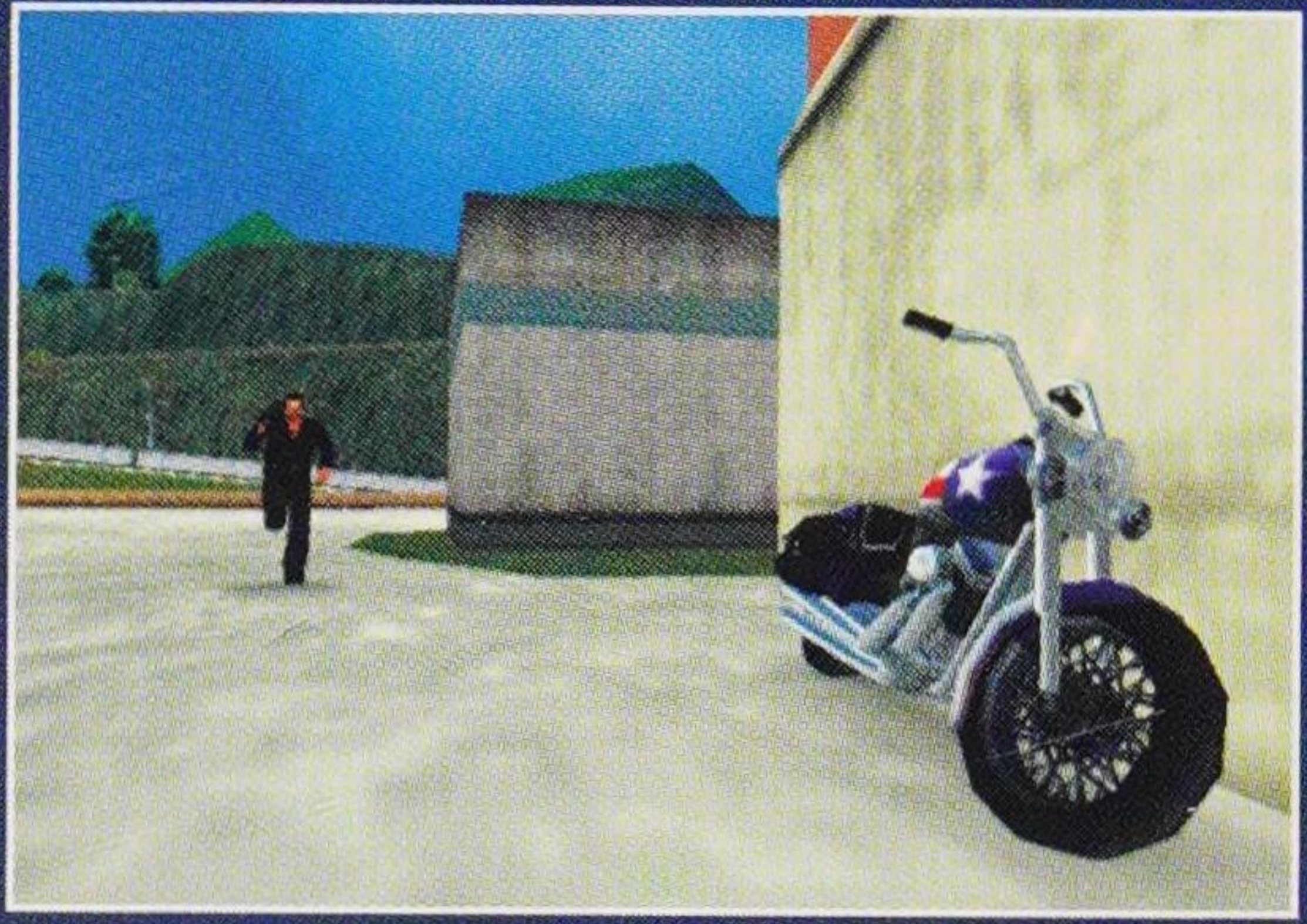
REWARD: Cash for completion.

UNLOCKS: Goes toward 100% completion of the game.

DETAILS

This is similar to 9MM Mayhem and Scooter Shooter (Portland pastimes). You ride on the back of an AI controlled Angel motorcycle while shooting an M60 with unlimited ammo. You have three Adrenaline pills at your disposal. Press the R1 button (PSP: R button) when you wish to use them. You have a time limit, but the clock stops when targets are out of range and starts again when in range. You must take out more than 10 targets to pass this mission.





TIPS

- Your targets start out with harmless Securicars and quickly moves up to Landstalkers with gunmen in the back and then two army men packing M4s both shooting at you from the back of a Patriot. Although you are manning one of the most destructive weapons in the game, the opposition is a lot stronger than previous, similar missions. Taking out more than 10 targets without blowing up your ride is a bit challenging.
- The key is to hold onto the Adrenaline for targets 9, 10, and 11. While in slow motion, take out the gunmen first and then try to shoot the driver through the back window, or just blow up the vehicle. If a target is spotted coming towards you, use Adrenaline and try to take out the driver as they pass.

RC RACING

RC RACING is started by entering a Toyz van. These are parked in various areas around Liberty City. See our Side Missions map for numbers 5, 23, and 36. These missions can be accessed at any time in the game except when already in a mission. There is a fourth RC Toys Van in Chinatown, but this is not a race, it's RC Triad Take-Down. The following is the race structure for Thrashin' RC and Ragin' RC: Race level 1 requires the user to get 1st place 1/1 Laps, Mission Pass. Race level 2 requires the user to get 1st place 2/2 Laps, Mission Pass. Race level 3 requires the user to get 1st place 3/3 Laps, Mission Pass.

THRASHIN' RC

AVAILABILITY: At any point in the game except when already in a mission.

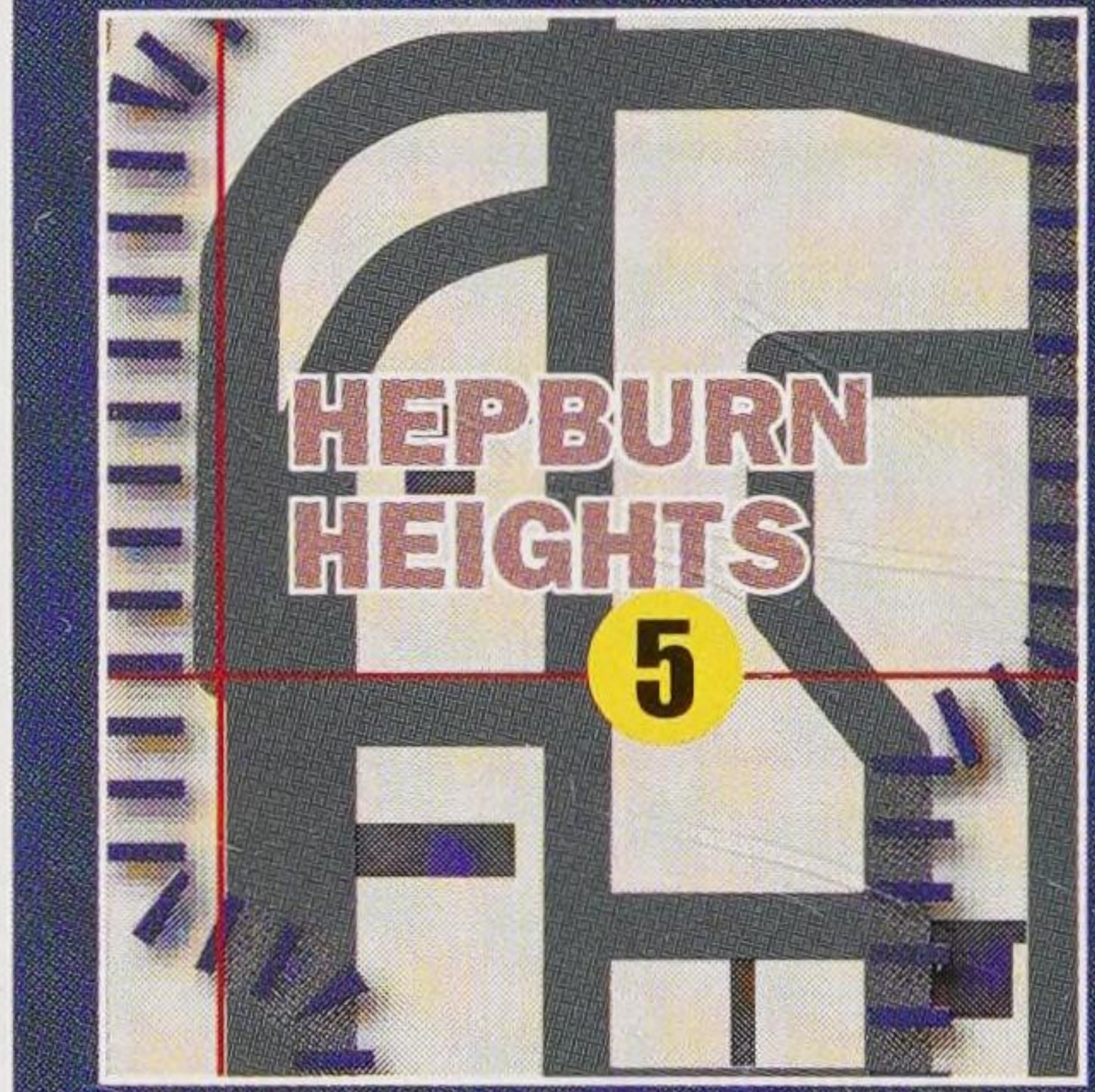
LOCATION: The Thrashin' RC Toys van is parked in the construction area in Hepburn Heights, Portland. See number 5 on our Pastimes map.

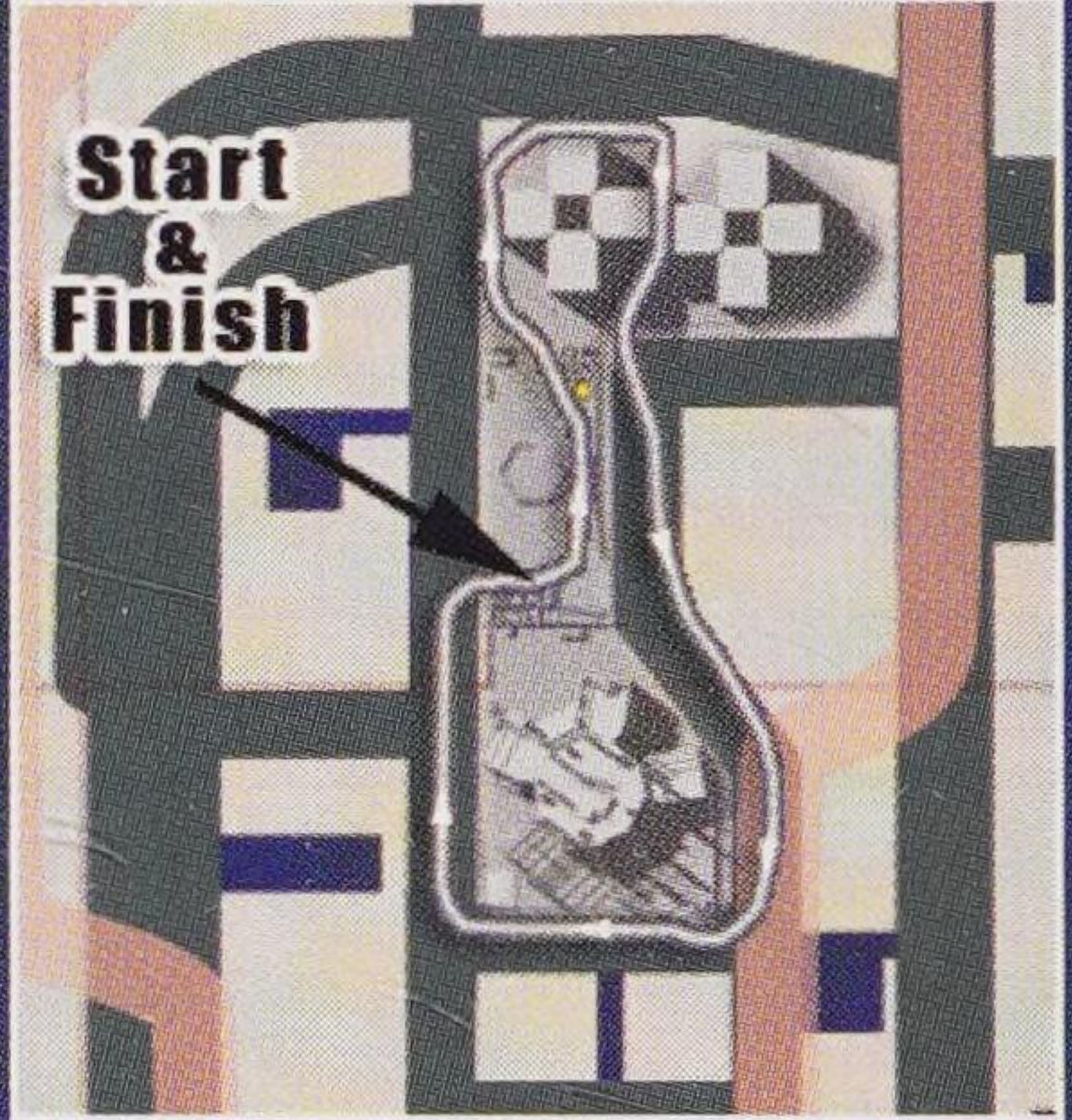
REWARD: $1,500 for completion (first place).

UNLOCKS: Finishing first in this three-lap race goes towards 100% completion of the game.

DETAILS

You must complete one lap through 25 checkpoints against three opponents. Each time you beat the challenge, the number of laps increases. Press the R3 button (PSP: press Up) to quit the challenge and ◉ to reset your vehicle to the last checkpoint reached. This is used when you get far off course or in a difficult predicament. If you have to use this feature, chances are you aren't going to win the race.





TIPS

- The RC cars have uber-sensitive steering. Short and quick taps on the Left Analog Stick (PSP: Analog Stick) is all that is needed for steering. When you begin the race, tap left on the Left Analog Stick (PSP: Analog Stick) a few times to cut to the inside of the first two checkpoints to avoid the other RC cars as they head straight through the checkpoints. This gives you enough of a lead in the beginning to avoid any collisions with the other RC cars. Now you just have to maintain that lead.
- You do not have to drive directly through the glowing yellow markers to secure the checkpoints. Experiment with their triggering distance. Once you get a feel for what you can get away with, you can then begin to cut corners. Also, you don't have to drive through the pedestrian walkway on the south side of the construction site to trigger the checkpoints inside. You can drive close to the outer wall of the walkway and still set them off.

RAGIN' RC

AVAILABILITY: Anytime you enter the Toyz van at the cabin in the park.

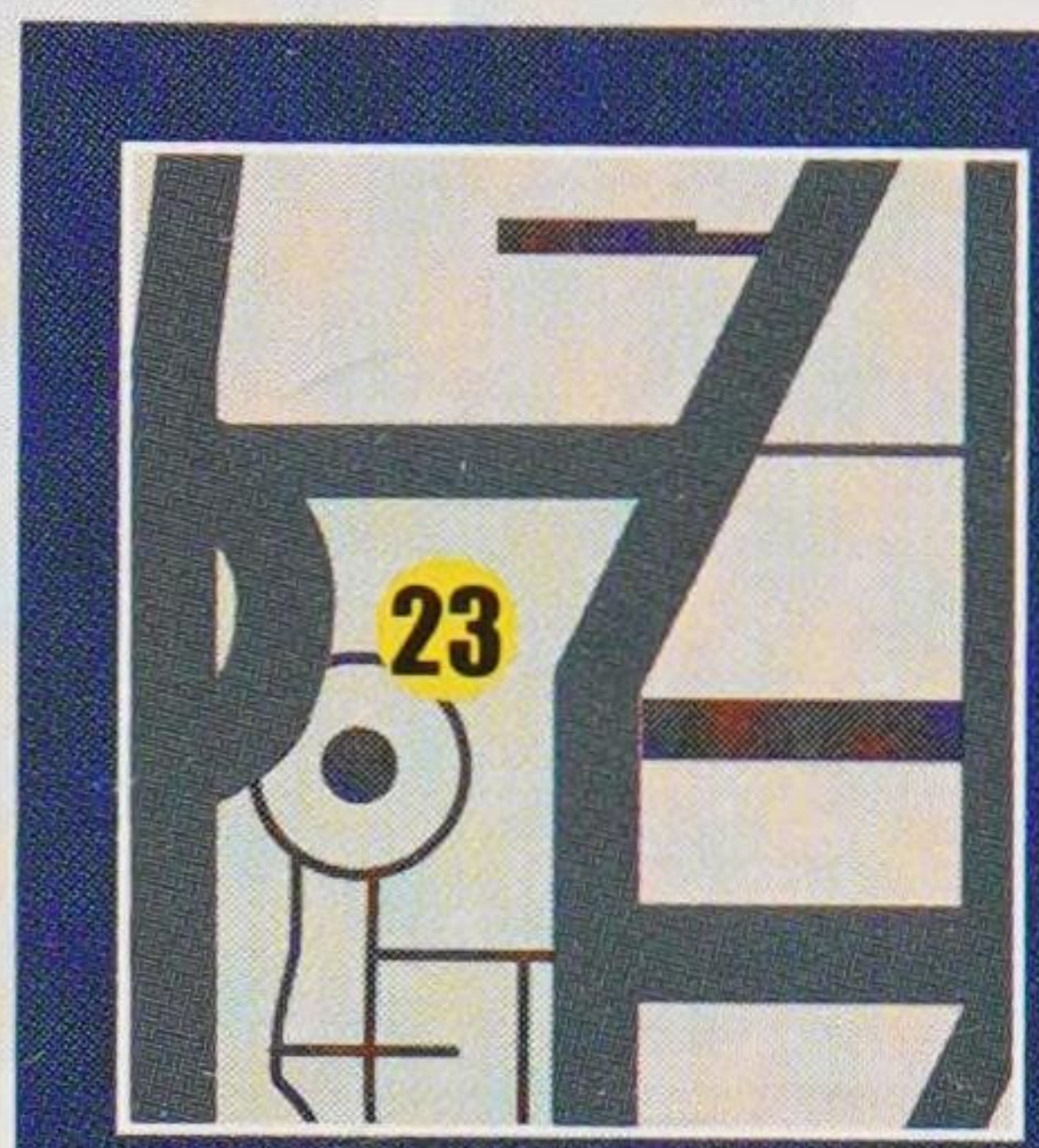
LOCATION: Toyz van parked next to the cabin in the actual park in Belleville Park, Staunton Island. See number 23 on our Pastimes map.

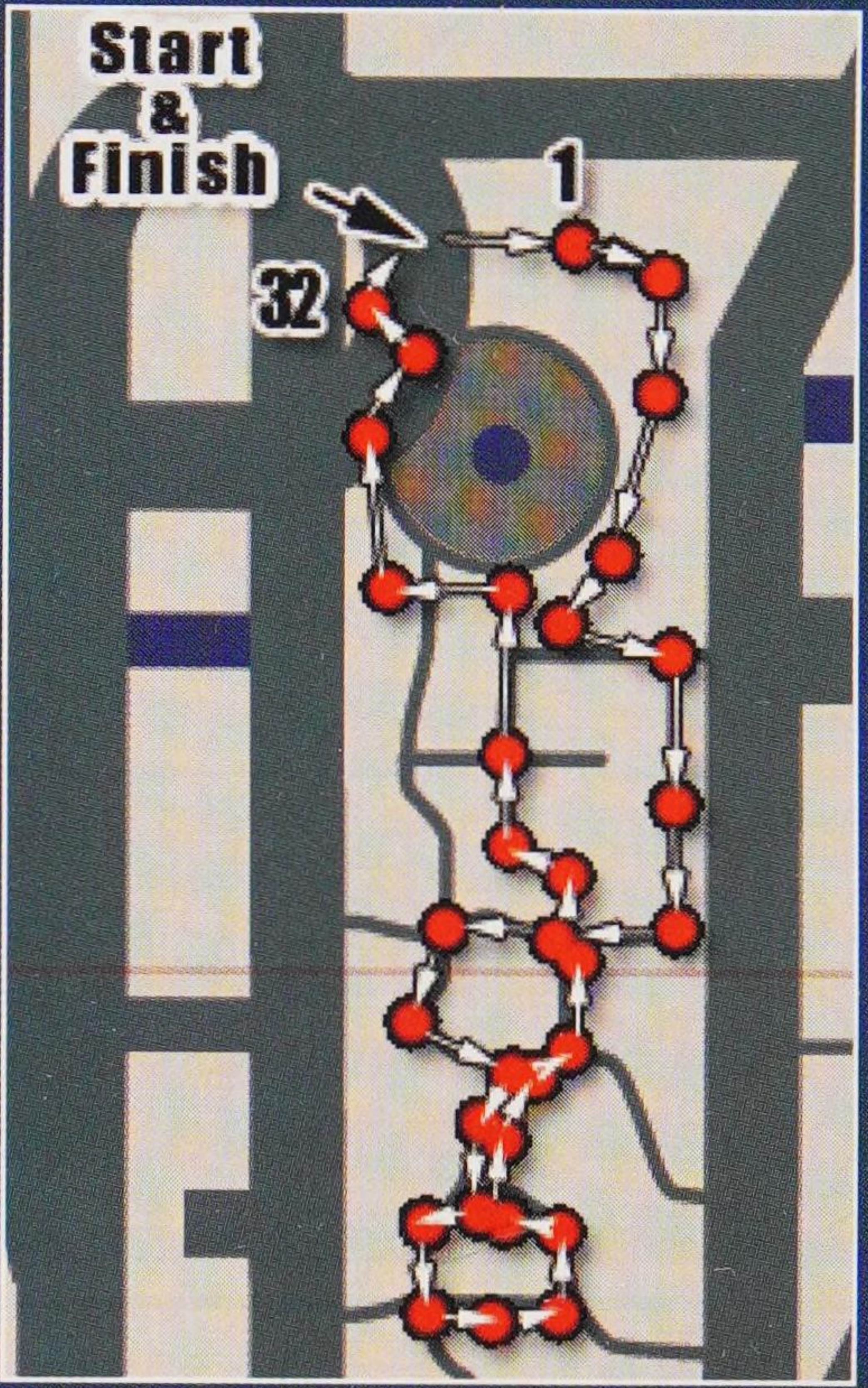
REWARD: $1500 for completion (first place).

UNLOCKS: Finishing first in this three-lap race goes toward 100% completion of the game.

DETAILS

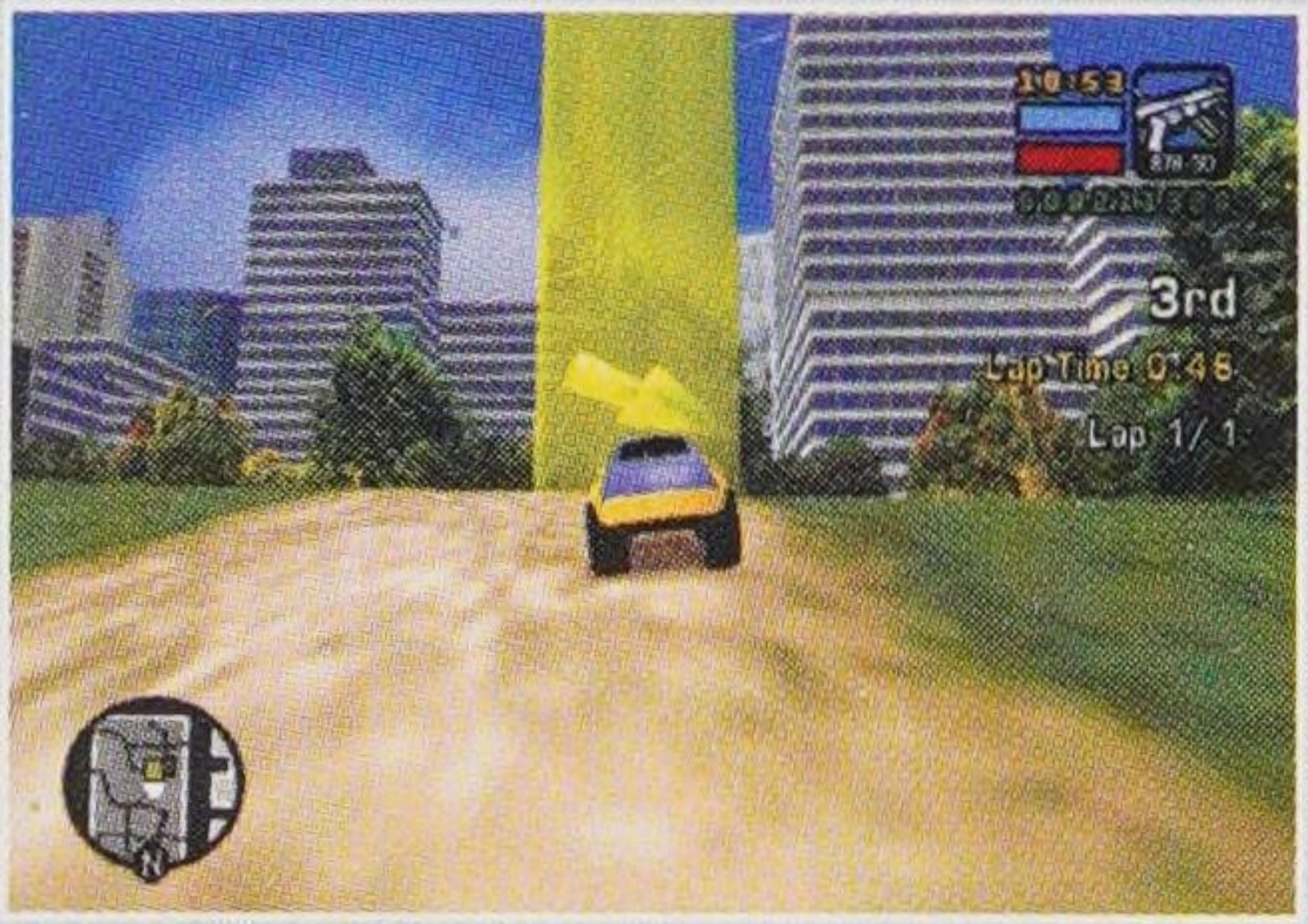
Enter the Toyz van parked at the cabin in the park to begin the challenge. The RC trucks appear at the starting line in the nearby basketball court. You must complete one lap around the course and come in first to win. The laps increase each time you win the race.

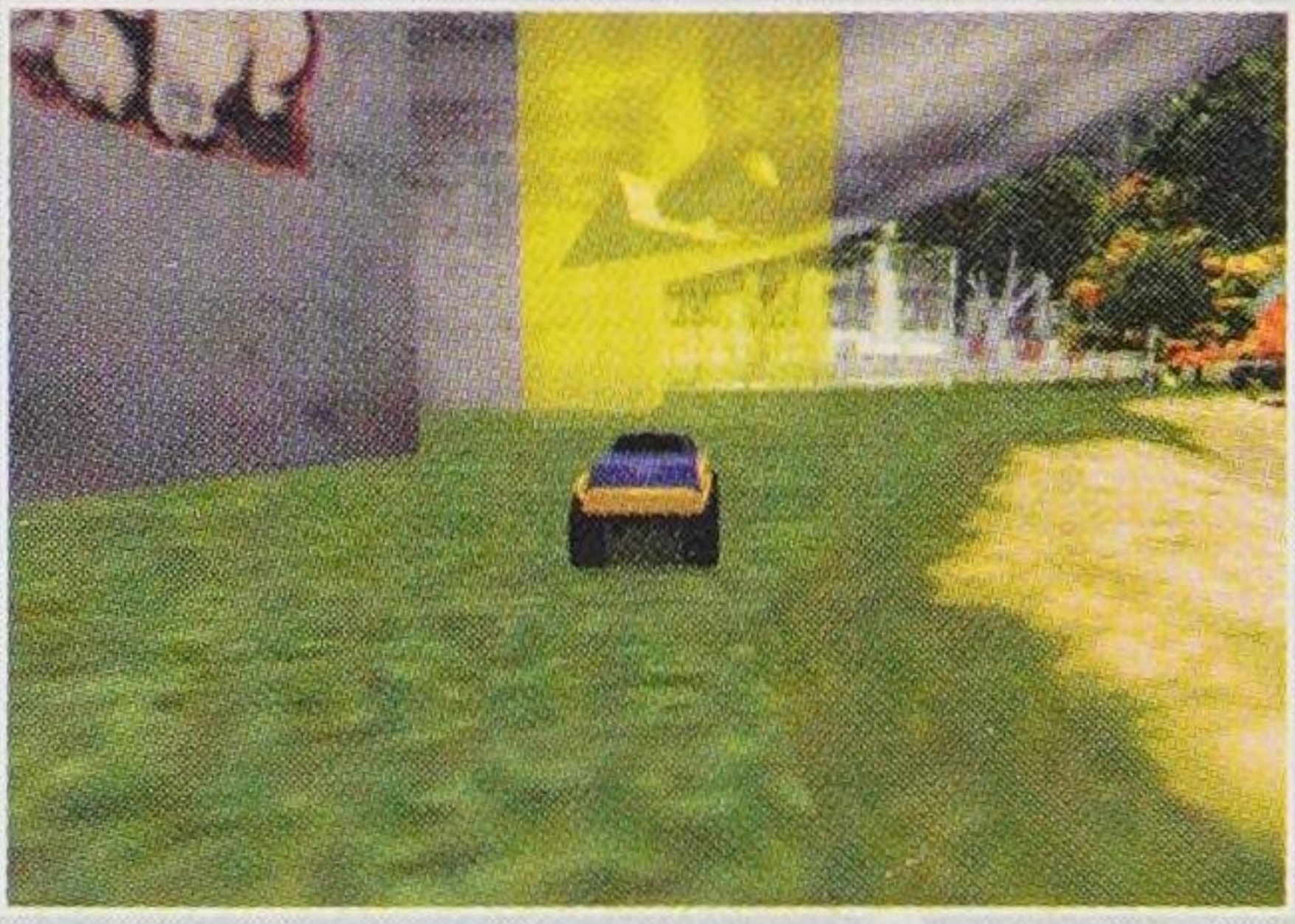




TIPS

- This is a very difficult course for any vehicle, let alone the RC truck. There are 33 checkpoints (including the finish line) and most of the race follows the bumpy, beaten path through the park. You must do everything possible to avoid overshooting the pathway at the southernmost section of this course; the pathway is high on hilltops and the RC truck has a very difficult time climbing these steep inclines.





- Study our map and the course to get familiar with the challenge. This one is going to take a lot of practice to get it right. Note that checkpoint 32, just before the start/finish line in the basketball court, is before an opening in the fence. It's difficult to see at first, but you can drive right through the checkpoint and into the court to complete the lap.

CHASIN' RC

AVAILABILITY: Available as soon as you gain access to Shoreside Vale.

LOCATION: Behind the airport in Francis Intl. Airport, Shoreside Vale. See number 36 on our Pastimes map.

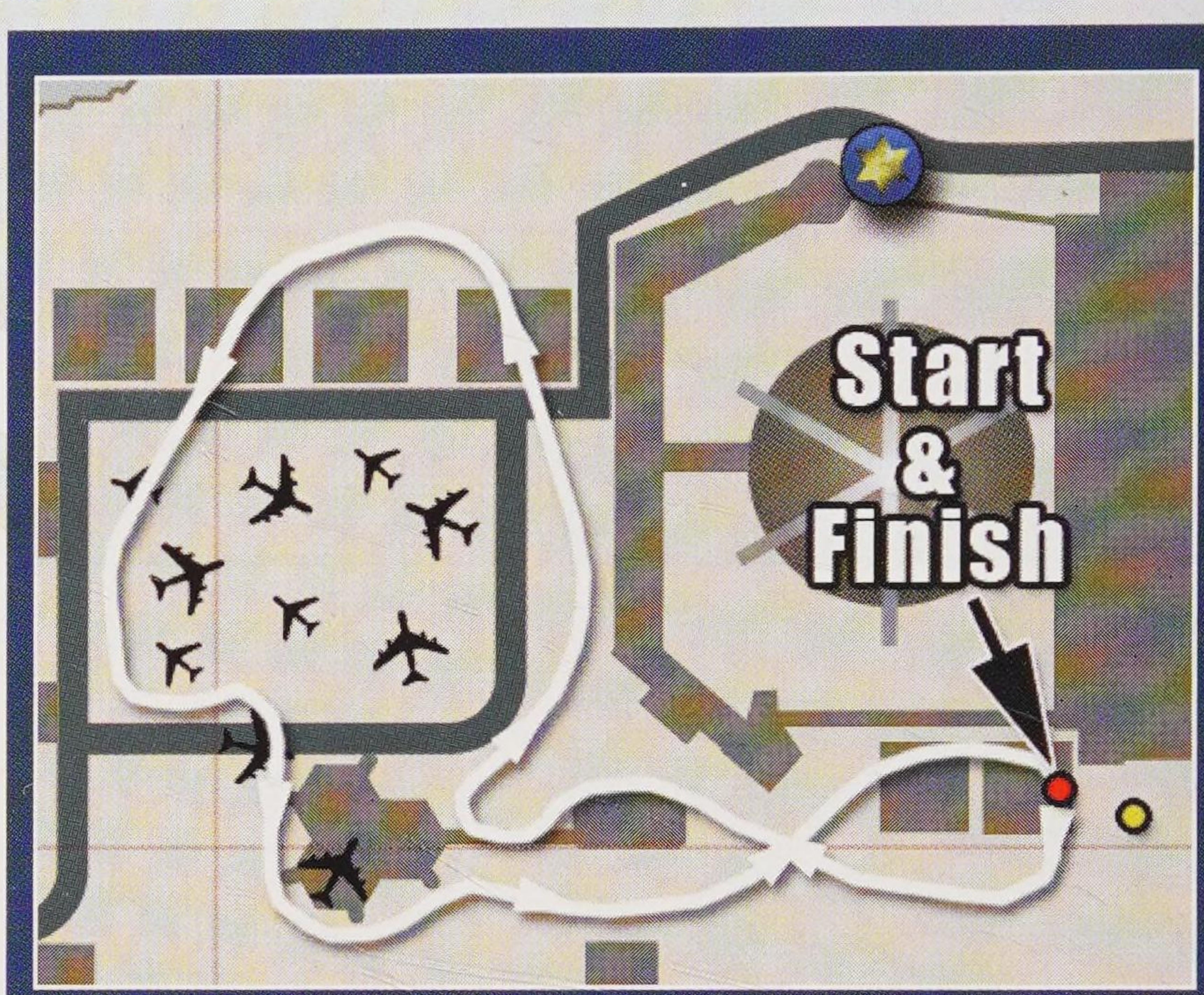
RESTRICTIONS: You cannot begin this mission if you are currently in another mission.

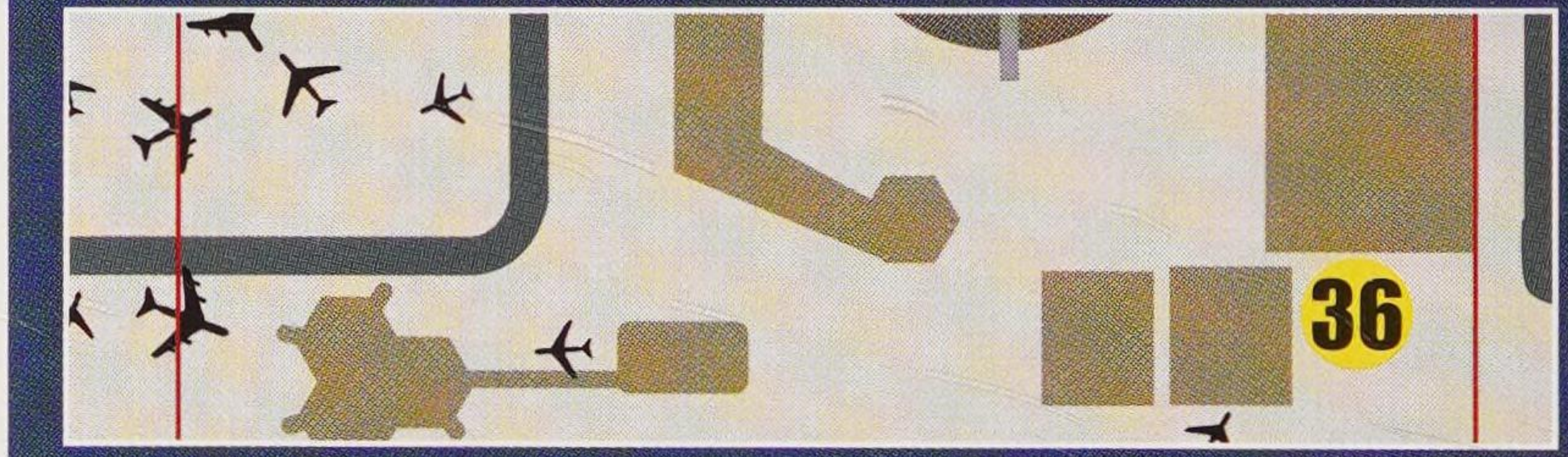
REWARD: $1,500 for completion (first place).

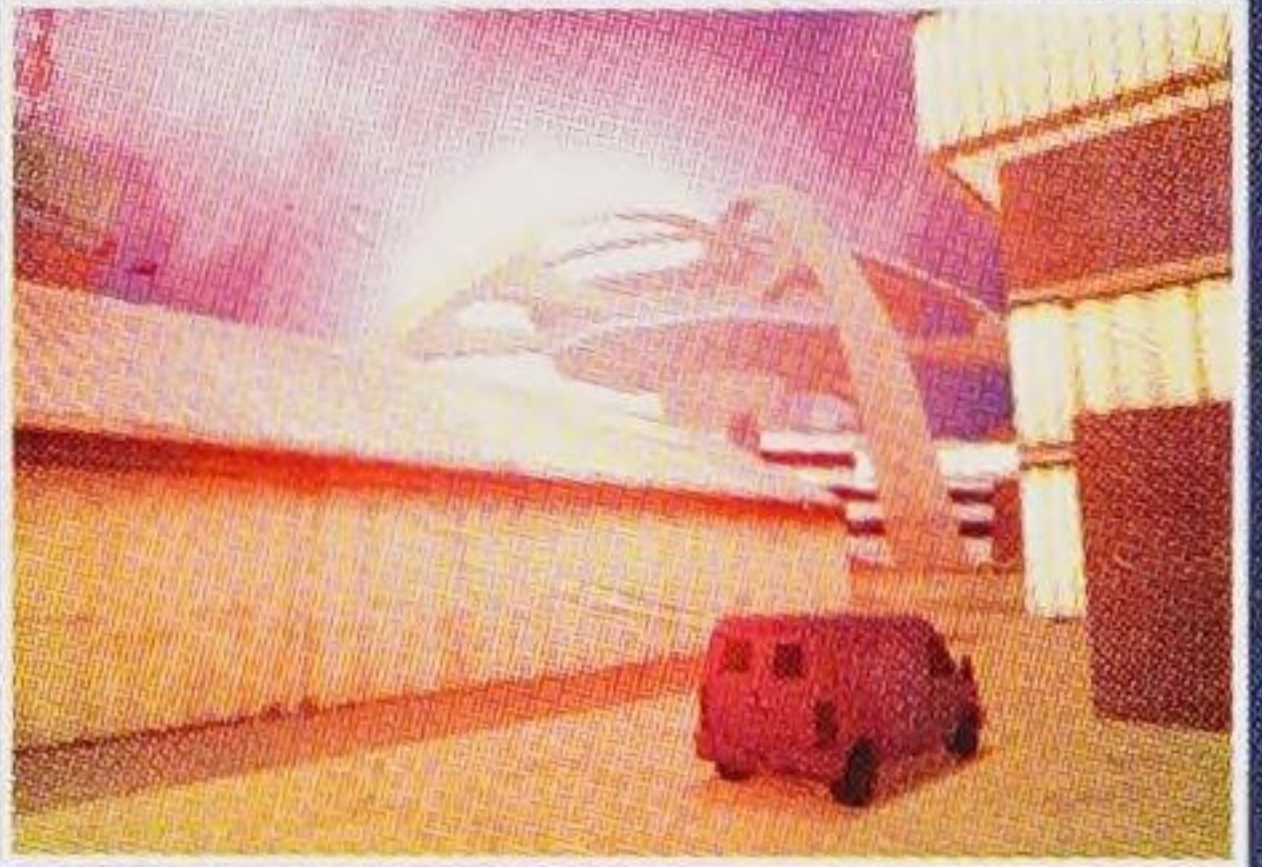
UNLOCKS: Finishing first in this three-lap race goes toward 100% completion of the game.

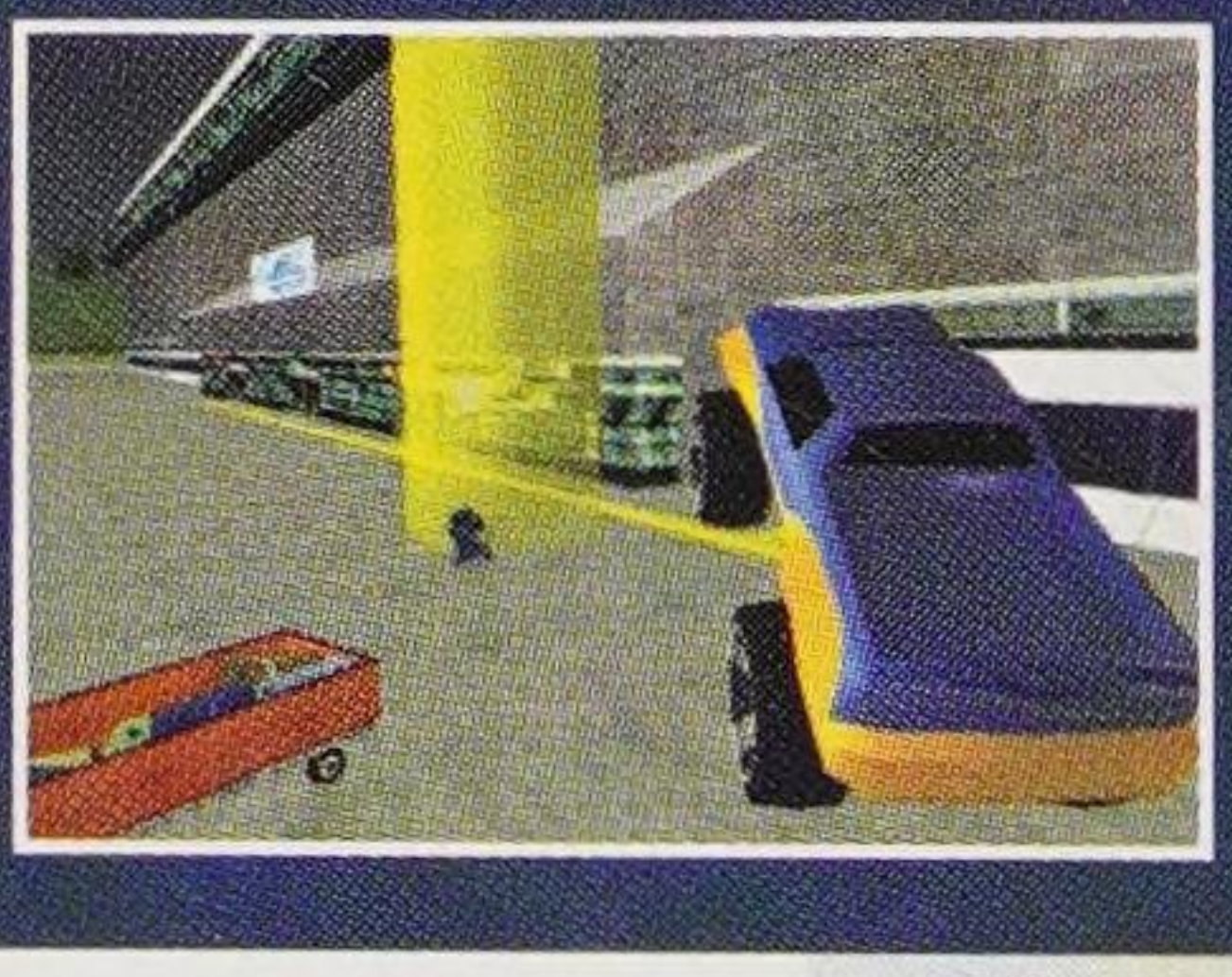
DETAILS

Enter the Toyz van at place specified on our Pastimes map to begin the challenge. Control your RC truck through 33 checkpoints around the airport and be the first to cross the finish line. You are up against three RC competitors. Complete the challenge and you can continue replaying the challenge. Each time you beat the challenge, the number of laps around the same course increases.



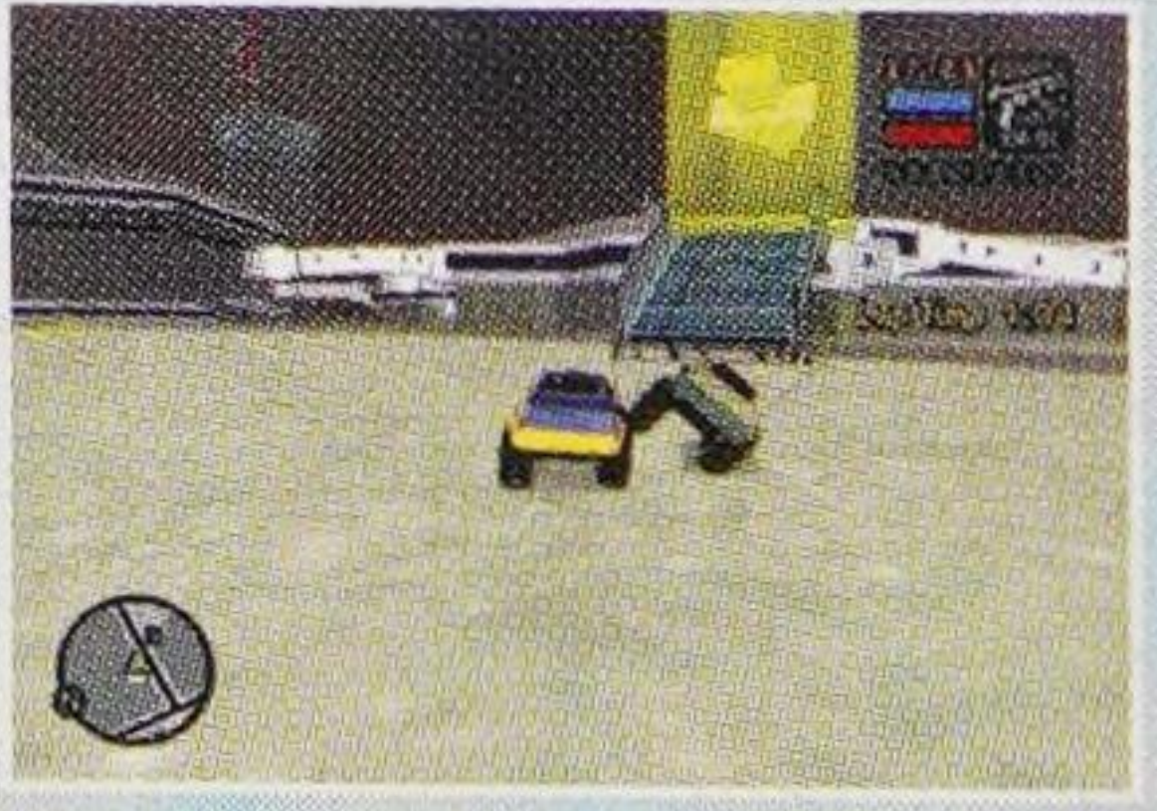






TIPS

- This is the easiest of the RC missions, and the most enjoyable. Most of the course is in wide open, flat terrain. As you pass through the eleventh checkpoint (just after rounding the first parked plane), start lining up your truck to go right up the center of the passenger stairs and use it as a ramp to jump through the checkpoint on the top of the stairs and into the following checkpoint just beyond the stairs. Execution of these stair jumps is vital to your success in this course.



- As you pass by Avery Carrington's hangar, you must line up another stair jump, but this one is more difficult; it comes just after a sharp curve in the course. The wider you take this turn, the better; it gives you more time to line up the jump. Do it correctly and you should jump over the airplane's wing and land in the next checkpoint. The final stair jump is only four checkpoints away. This one's a straight shot, but you should drive to the left side of the checkpoints so you don't go off the stair jump at an angle. An angled jump could cause you to flip over in midair. Once past the stair jumps, the remainder of the course is fairly easy.

CAR RACES

THE illegal street racing invitations become available after completing Ma Cipriani's third mission, *Grease Sucho*. These races are picked up by answering certain payphones around Liberty City.

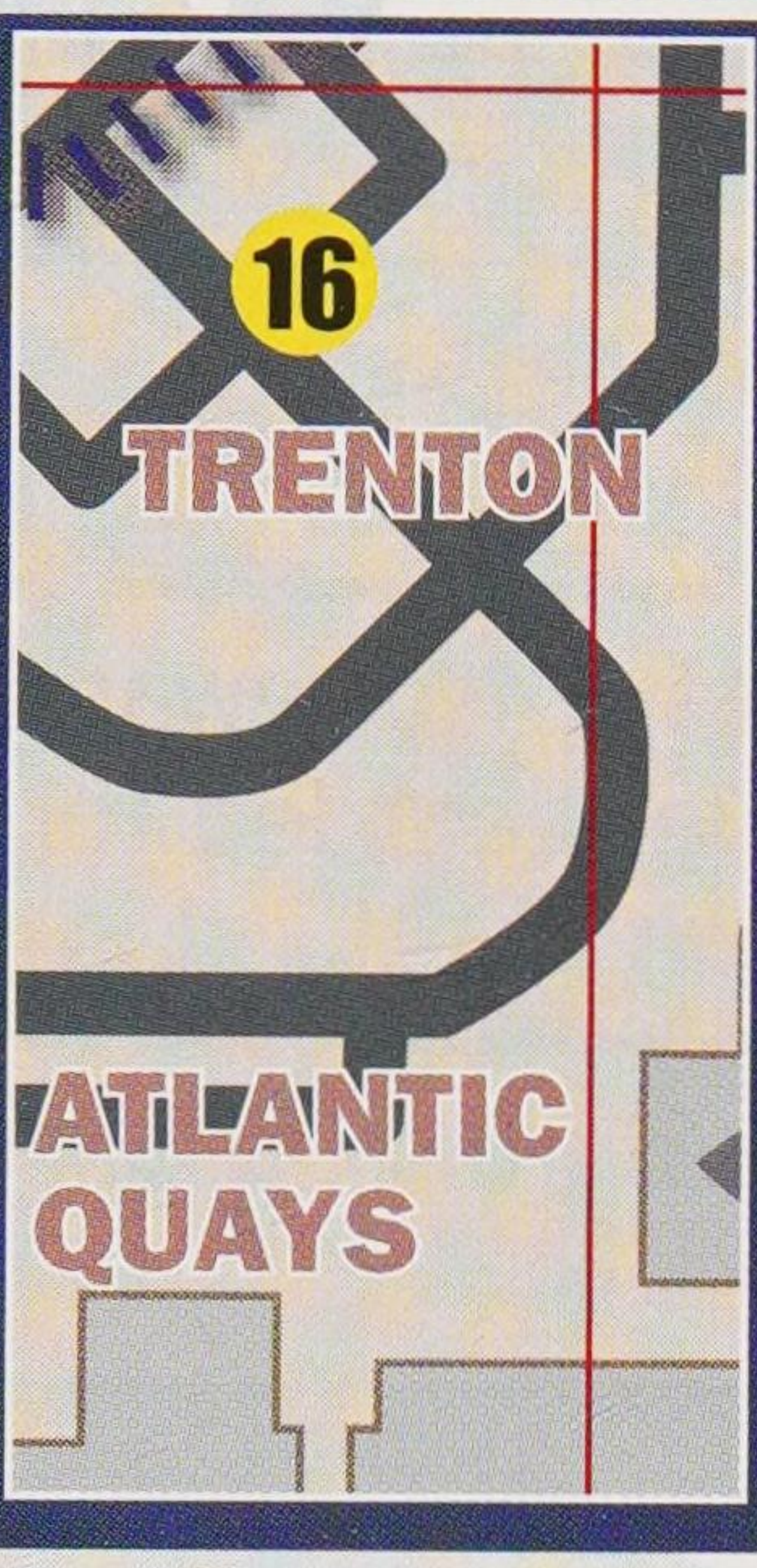
LOW-RIDER RUMBLE

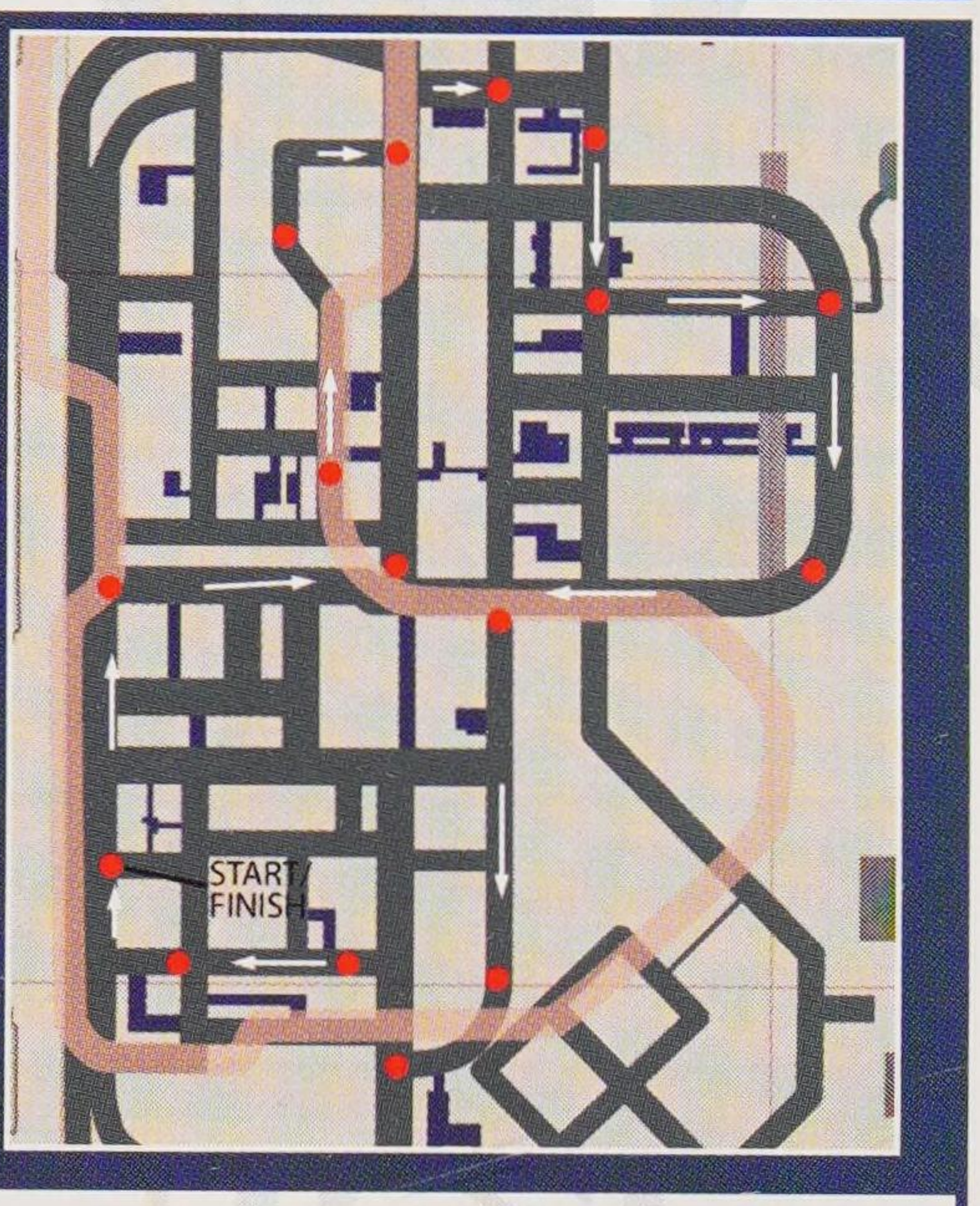
LOCATION: Answer the payphone on the corner in front of the Dog Food Factory in Trenton. This payphone near Joey's garage was used for Marty Chonks' pastimes in the original *Grand Theft Auto 3*. See number 16 on our Pastimes map for exact location.

RESTRICTIONS: You must drive a 4-wheeled vehicle; no motorcycles.

REWARD: Cash for first place. No reward after first win, but stats are recorded for lap and race times.

UNLOCKS: Winning goes toward 100% completion of the game.





DETAILS

You must drive a car (of any type) into the starting line (yellow marker) in Chinatown. Complete two laps against three opponents driving muscle cars.

TIPS

- This long 15-checkpoint race takes you from Chinatown to the Red Light District, Hepburn Heights, Saint Mark's, Portland View, Trenton, and back into Chinatown for another lap. If it's raining outside, don't drive into the starting line. Wait for the rain to clear. You don't need slick roads during this race; there's a lot of fast cornering involved.
- Jack a sports car from Shoreside Vale and drive it back to Portland to have a suitable car for this race (you can't go wrong with a Cheetah or Infernus). Park it in your Portland garage and save your game in case you wreck it during a failed race attempt. Reload your game with the sports car still in the garage. Use the Pay 'n' Spray just before each race attempt to keep your vehicle in tip-top shape. This course is brutal on your car, which is half of the challenge; keeping your car from blowing up.
- The key to this race is acing the first three checkpoints. The competitors try to spin you out in the second checkpoint (the first right turn). If you avoid their attempts, you'll be fighting for second place in the first turn. The fourth checkpoint is the next most important turn. Cut the corner and use the brakes and handbrake to slow down and drift through this hairpin turn. If you can maintain control and ace the next turn (fifth checkpoint), you should be able to hold the lead for the rest of the race; if you don't have any major mess ups.

DEIMOS DASH

LOCATION: Answer the payphone on the sidewalk at the stadium parking lot in Aspatria, Staunton Island. See number 20 on our Pastimes map for exact location.

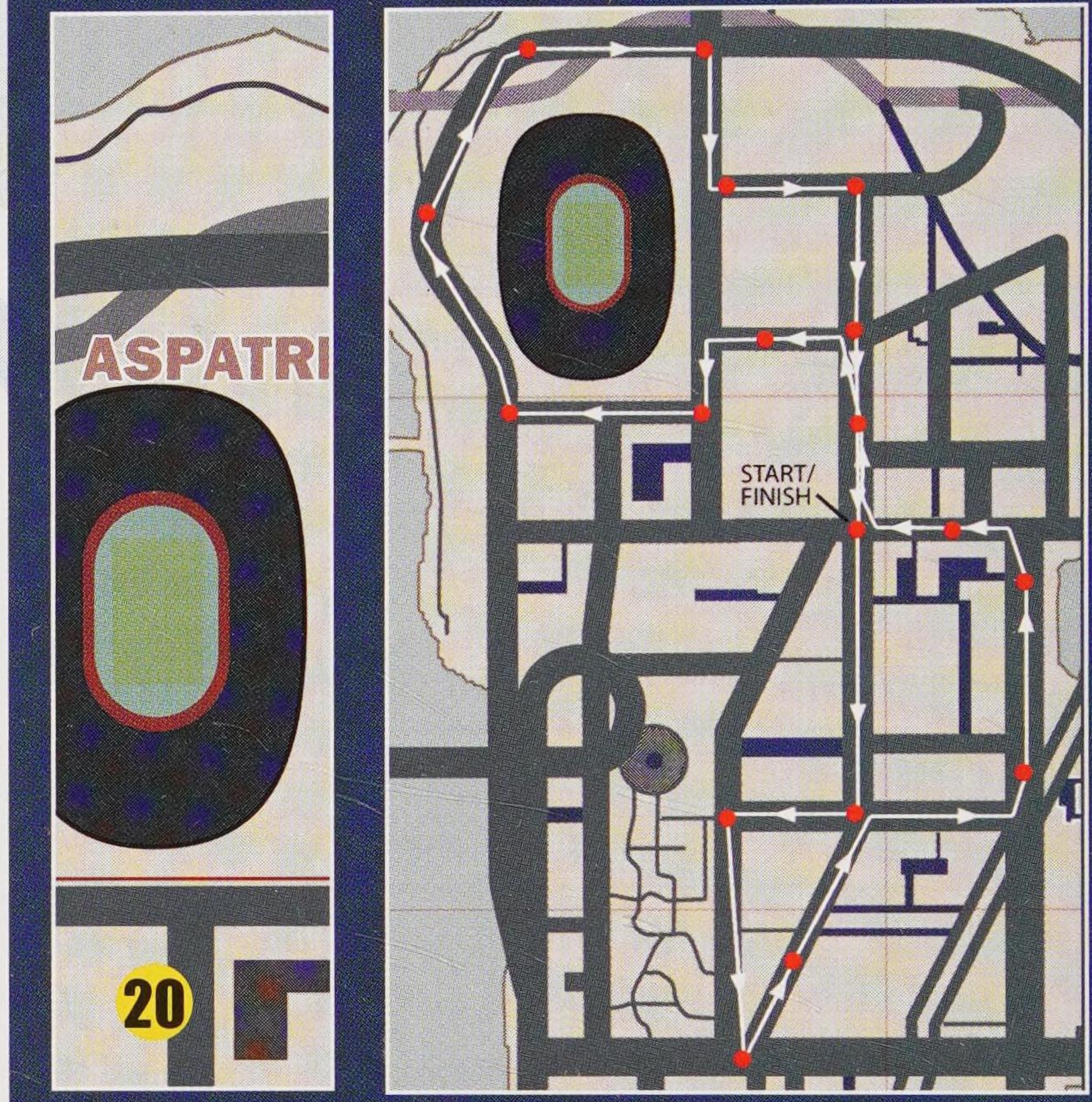
RESTRICTIONS: You must drive a 4-wheeled vehicle; no motorcycles.

REWARD: Cash for first place. No reward after first win, but stats are recorded for lap and race times.

UNLOCKS: Winning goes toward 100% completion of the game.

DETAILS

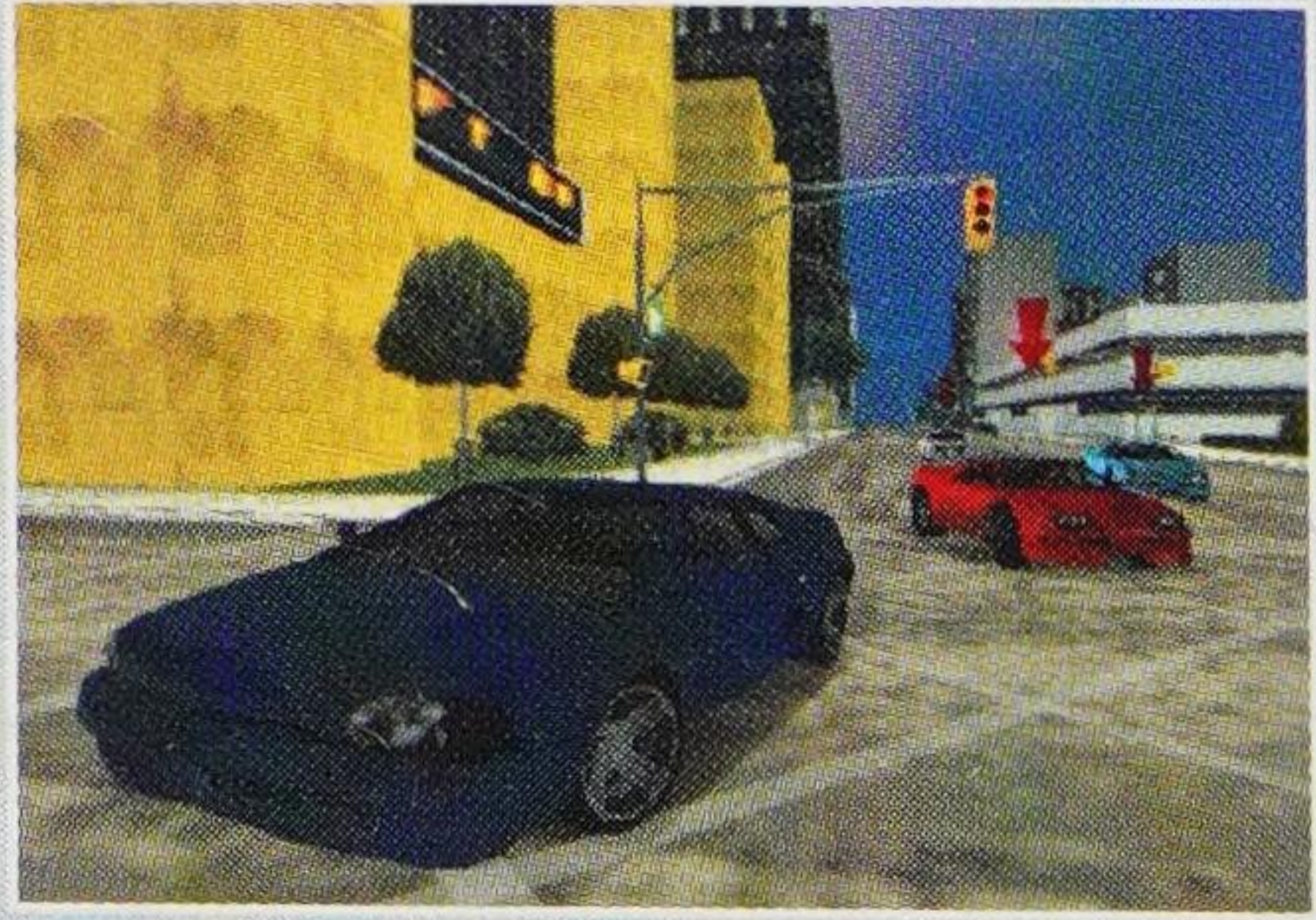
You must drive a car (of any type) into the starting line yellow marker in Liberty Campus. Complete two laps against three opponents driving Deimos SPs.



TIPS

- You can find plenty of Deimos SPs in the area after answering the payphone. This is a fine automobile, but if you have a faster sports car with better handling, then keeping ahead of the competition will be that much easier. Try waiting until Shoreside Vale is opened and hunt for sports cars in the Cedar Grove area. Look for an Infernus or Cheetah. Take the car back to Staunton and save it in your garage. Drive this car to the payphone, then take the job and head to the starting line in Liberty Campus. If you wreck the car, reload your last save with this auto in your garage and try again.

- Study our Deimos Dash course map. Notice the sharp turn at checkpoints three to four; this is a wicked curve. Once you are prepared for that turn, you've overcome the hardest spot on the course. Take advantage of your sports car's high end performance in the straight-aways between checkpoints 11 and 14; it's not completely straight, but you can really kick up the RPMs around the stadium. Avoid collisions with other vehicles; losing your car to damage is one of the biggest challenges to overcome in this race.



WI-CHEETAH RUN

LOCATION: Step into the yellow marker to answer the payphone in Wichita Gardens. See number 30 on our Pastime map.

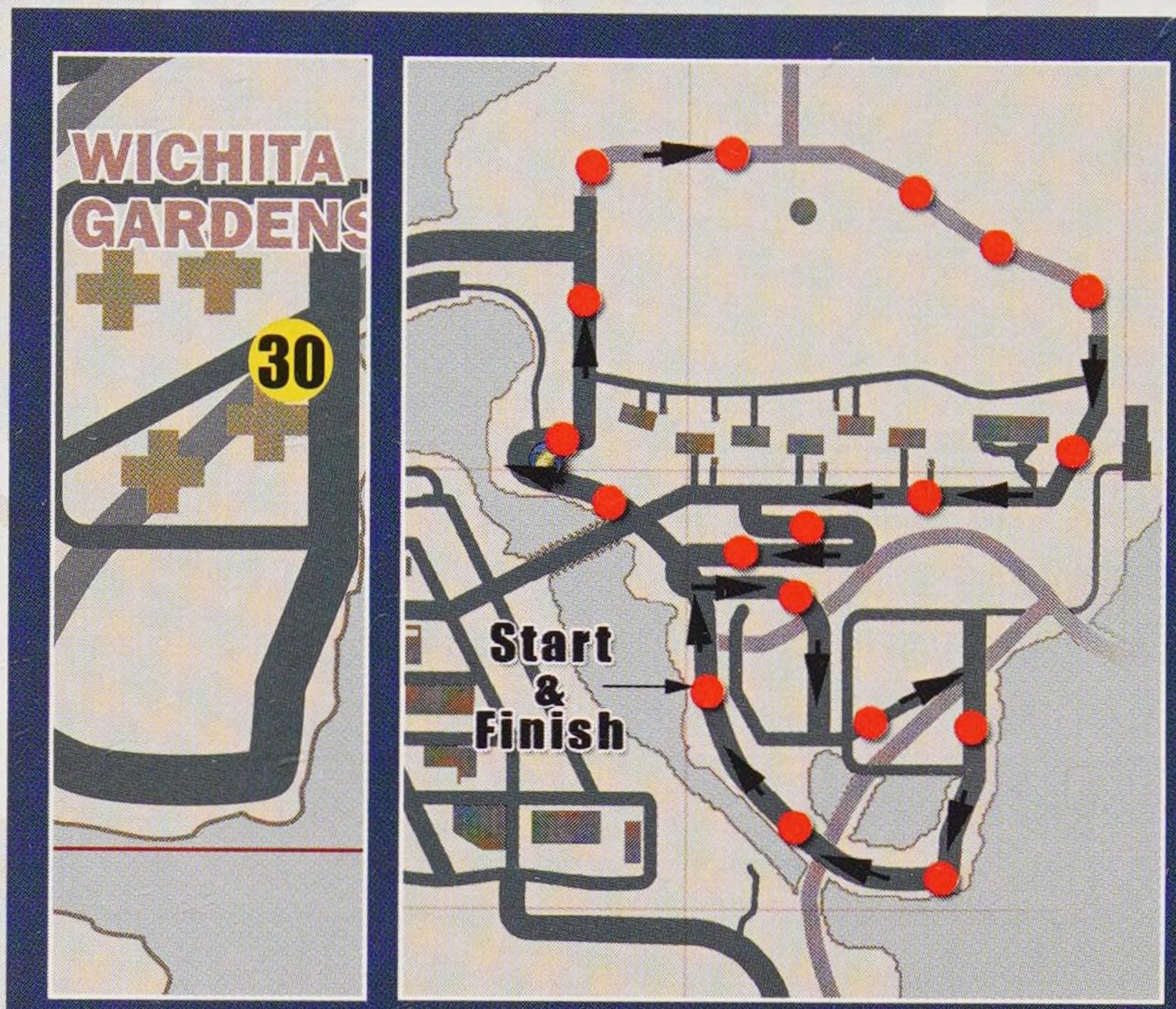
RESTRICTIONS: You cannot ride a bike in this race.

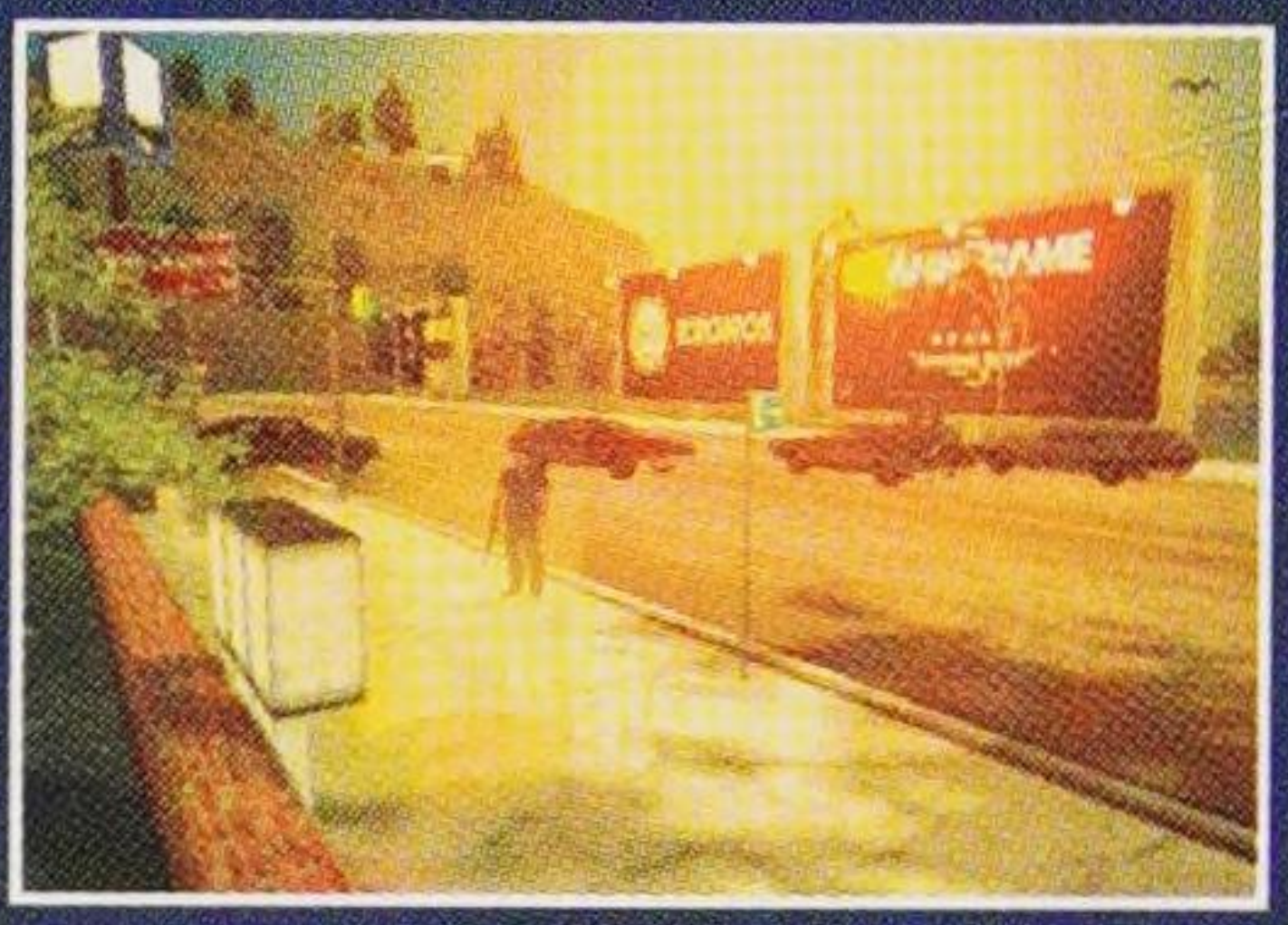
REWARD: Cash for first place. No reward after first win, but the stats are recorded for best lap and race times.

UNLOCKS: Goes toward 100% completion of the game.

DETAILS

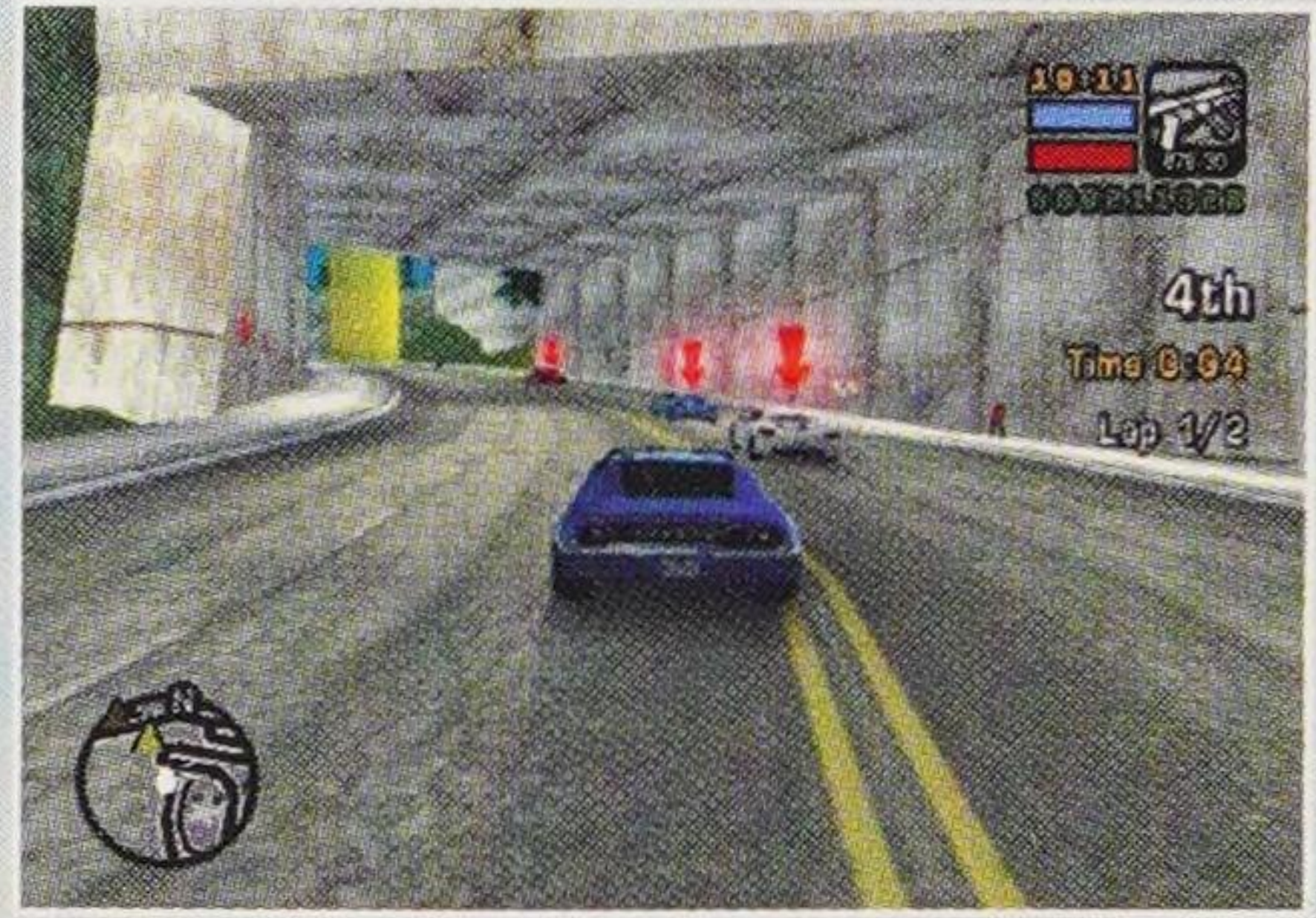
You can use any car for a two-lap race against three opponents driving Cheetahs.





TIPS

- Get a Cheetah, then cruise up to Cedar Grove and drive around all the nice houses. You'll soon find one driving around this plush neighborhood. Keep it in good condition as you drive to the starting line on the low road near the river and the tunnel entrance. The race is not so bad when you have the car the competition's driving. There's 18 checkpoints, including the finish line. The race heads up the steep hill from the tunnel entrance and continues up into the mountain, then through the tunnel and down past the Colombian mansion in Cedar Grove.



- Use your normal brakes or decelerate as you come out of the tunnel to avoid bouncing all over the steep decline as you pass the mansion. Take it easy in the turn here, as well; overshoot it and you'll be heading over the cliff. The turns going back down to Wichita (checkpoints 11 through 13) are hairy. Slow down so you don't end up doing a 180 at each hairpin turn. Once you have these tricky areas down, the race is in the bag.

BIKE RACES

THE illegal motorcycle street racing invitations become available after completing Maria's third mission, *Booby Prize*. These races are picked up by answering certain payphones around Liberty City.

RED LIGHT RACING

LOCATION: This mission is picked up by answering the payphone in Chinatown, Portland on the coastal road. See number 10 on our Pastimes map.

RESTRICTIONS: You can only compete in this race using a motorcycle.

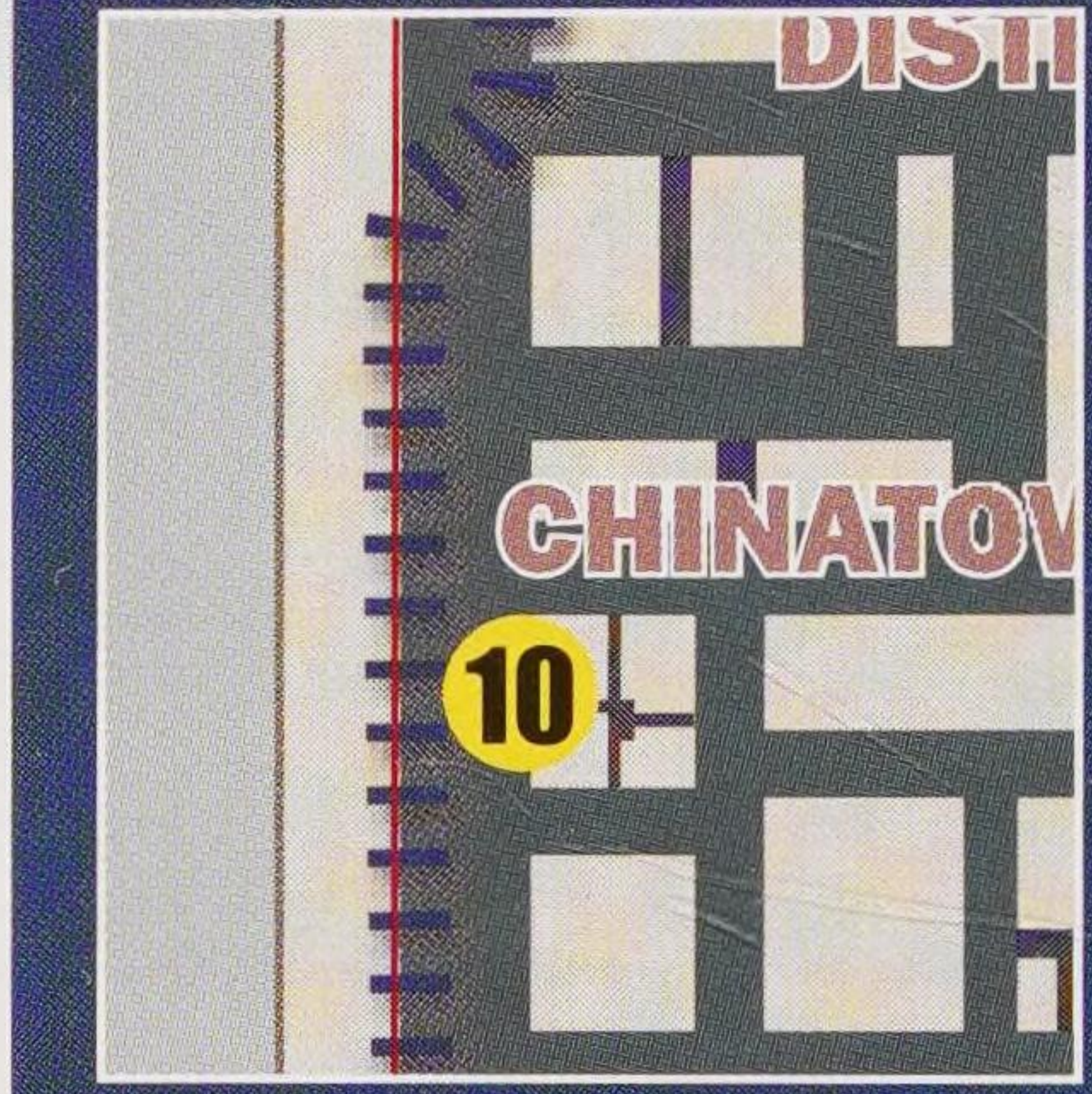
REWARD: Cash for first place. No rewards after your first win, but stats are recorded for lap and race times.

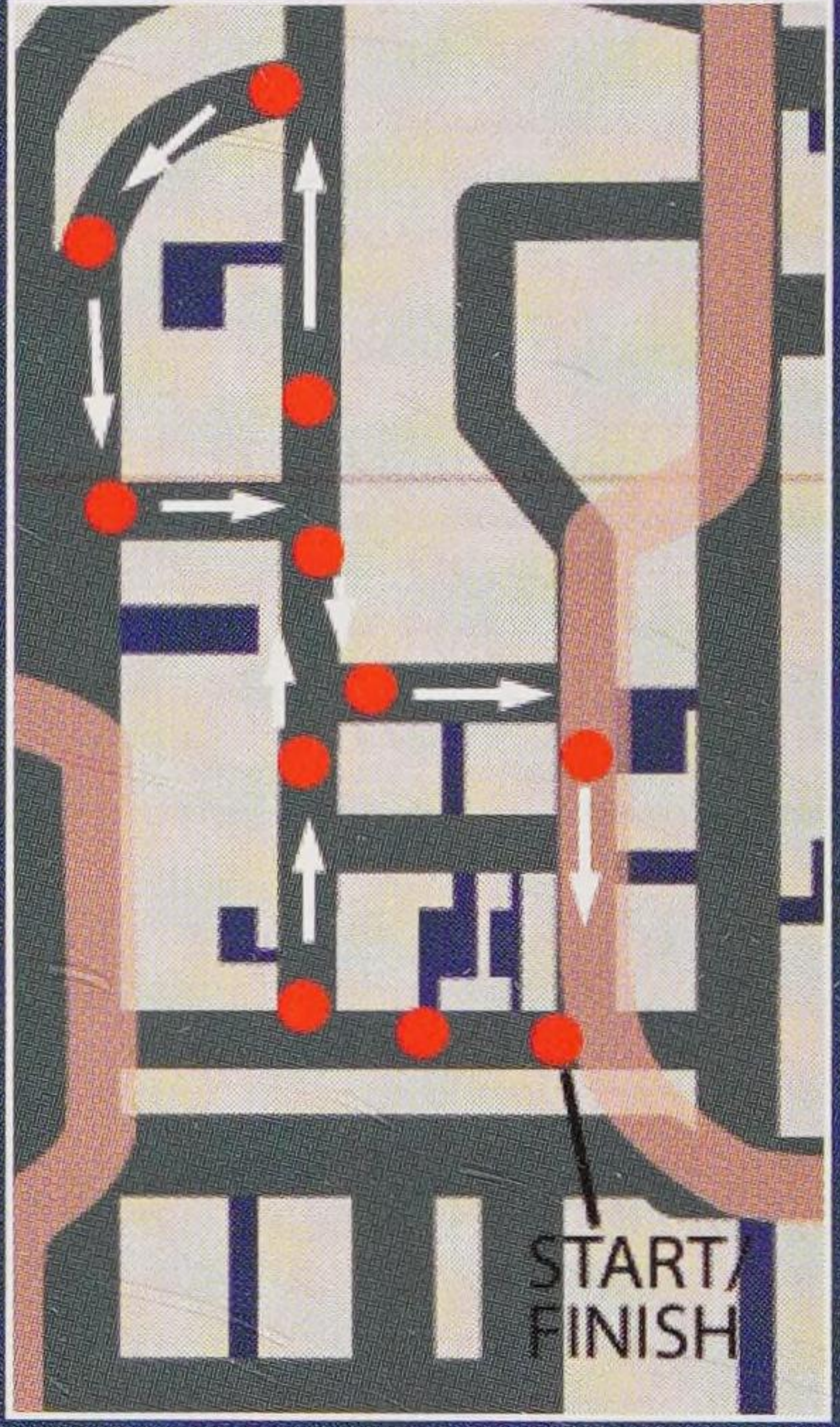
UNLOCKS: Completing this race (by coming in first place) contributes to the 100% completion of the game.

DETAILS

When you answer the payphone in Chinatown, you have an unlimited amount of time to get a bike. Once you have a suitable ride, follow the yellow blip to the yellow marker starting line in the Red Light District near JD's bar.

You must complete three laps around the course against three competitors driving Sanchez motorcycles. If you kill a competitor, the race is cancelled.





4th
Time 0:01
Lap 1/3
RED LIGHT DISTRICT

TIPS

- With the tight cornering involved in this race, you may consider running it on a Sanchez as your competitors do. Or better yet, wait until you've unlocked the Mandez motorcycle. There are 10 checkpoints and you must complete three laps and come in first to win. Don't even think about trying this race on a rainy day. The corners are tight; when you have room to turn (checkpoints 5 and 7), take it wide to get more speed in the small straight-aways.

TORRINGTON TT

LOCATION: Answer the payphone in Bedford Point near the Love Media building. See number 28 on our Pastimes map for exact location.

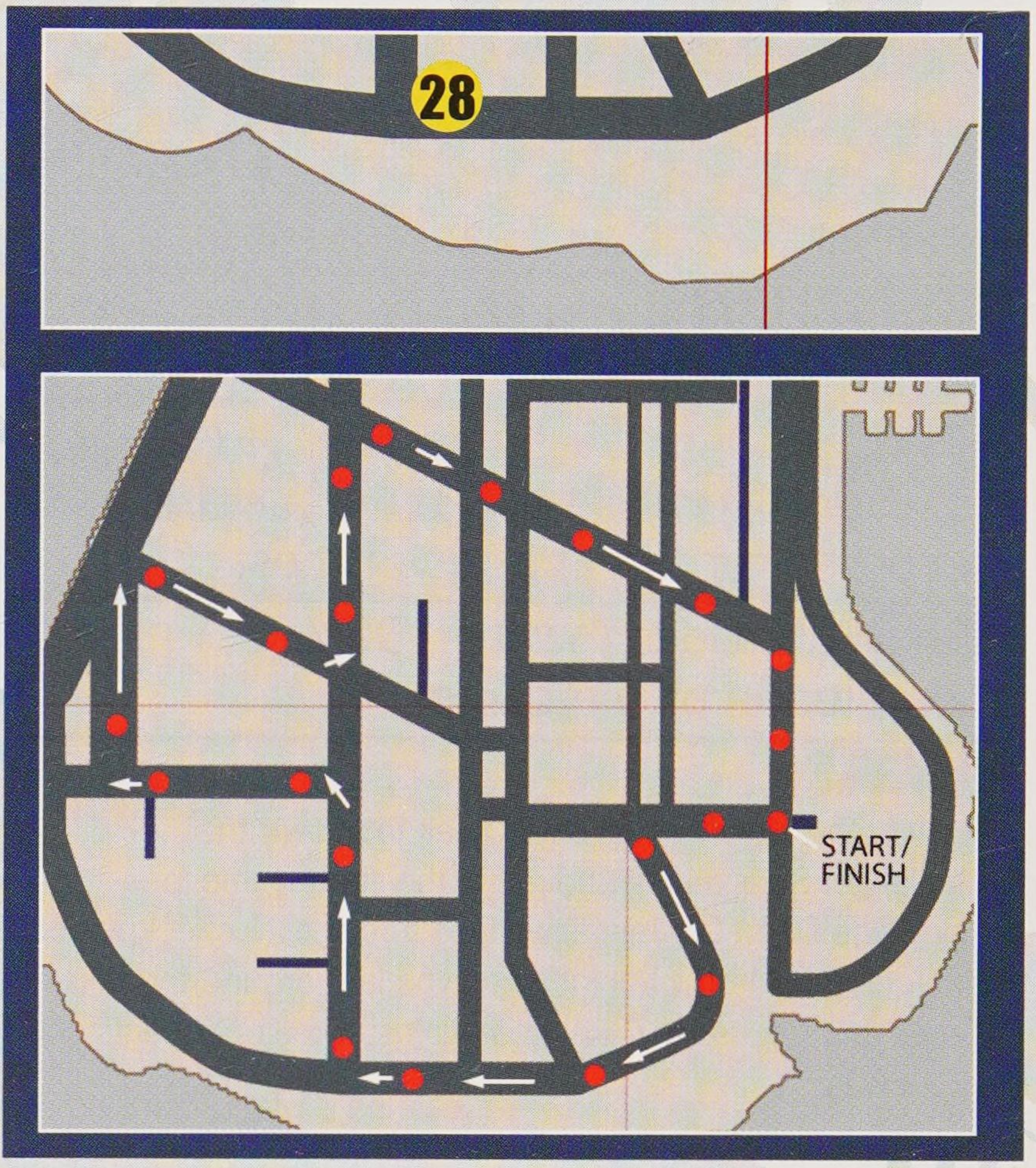
RESTRICTIONS: You can only use a bike in this race.

REWARD: $1500 for first place. No rewards after first win, but stats are recorded for lap and race times.

UNLOCKS: Goes toward 100% completion of the game.

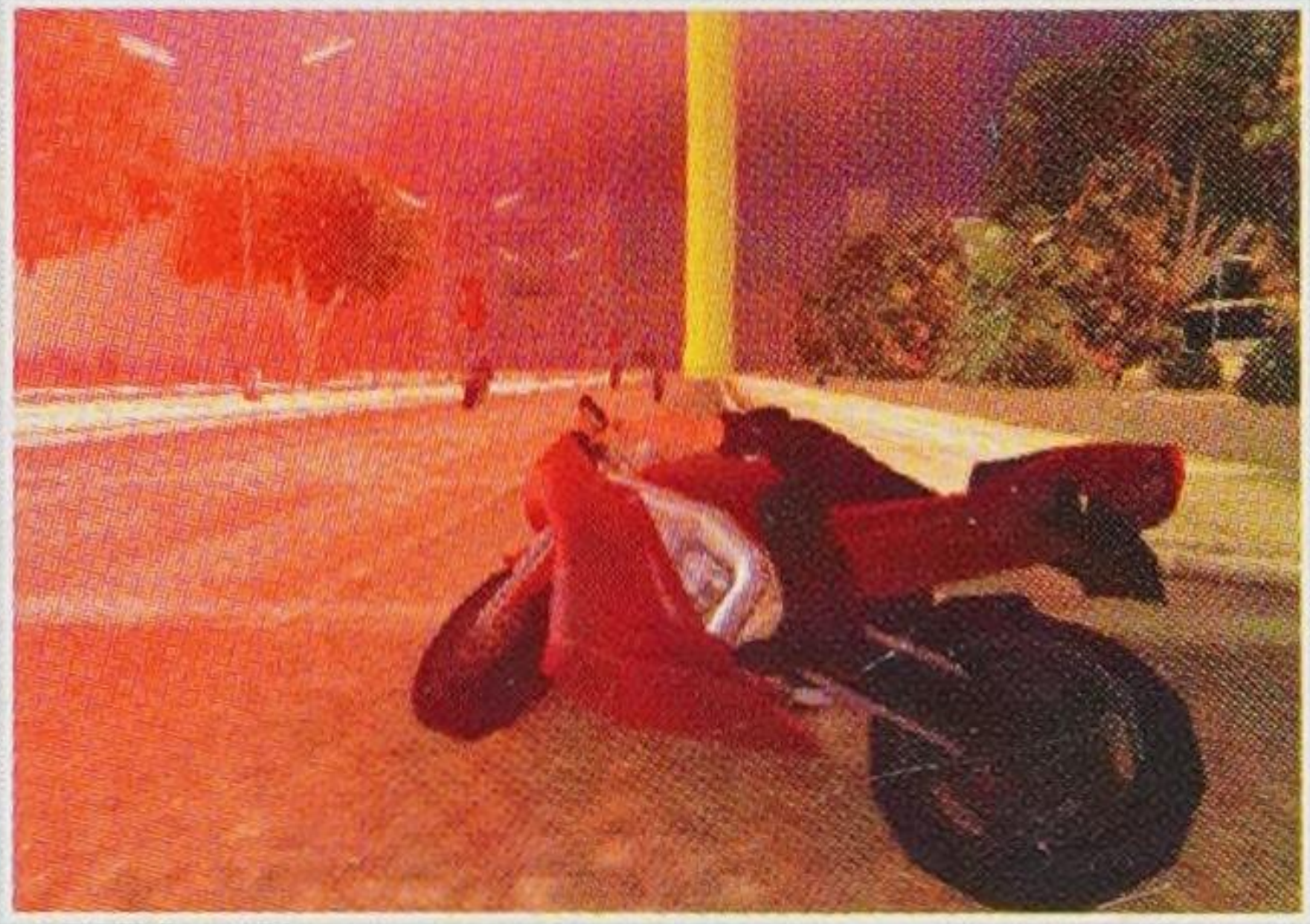
DETAILS

Get a bike and pull into the yellow start marker in Torrington. Complete two laps against three opponents on PCJ-600s.



TIPS

Lap 1/2
TORRINGTON



- Find a PCJ-600 for this race; there's no substitute. It's much easier to win bike races when you erase the opponent component from your thoughts. Ignore the fact that there are three other opponents and just concentrate on the course, nailing the corners, avoiding collisions, and leaning forward in the long straight-aways.
- The instantaneous AI difficulty adjustments in *Liberty City Stories* are extremely noticeable when you fall from your bike and then return to the race to find that most of the opponents are only a block away. This is also true if you run a flawless lap; you'll find AI adjustments working in your favor as the competition is left in your dust.
- Keep a cool head and try to get through the course without collisions, falling from your bike, or spinning out. Experiment with using combinations of handbrake and normal brakes in the turns and see what works best for you. Remember that the two brake options on a bike control front and back brakes separately, giving you more control and extremely different results.

GANGSTA GP

LOCATION: Answer the payphone in Pike Creek, Shoreside Vale. The starting line is in the Cochrane Dam district. See number 32 on our Pastimes map.

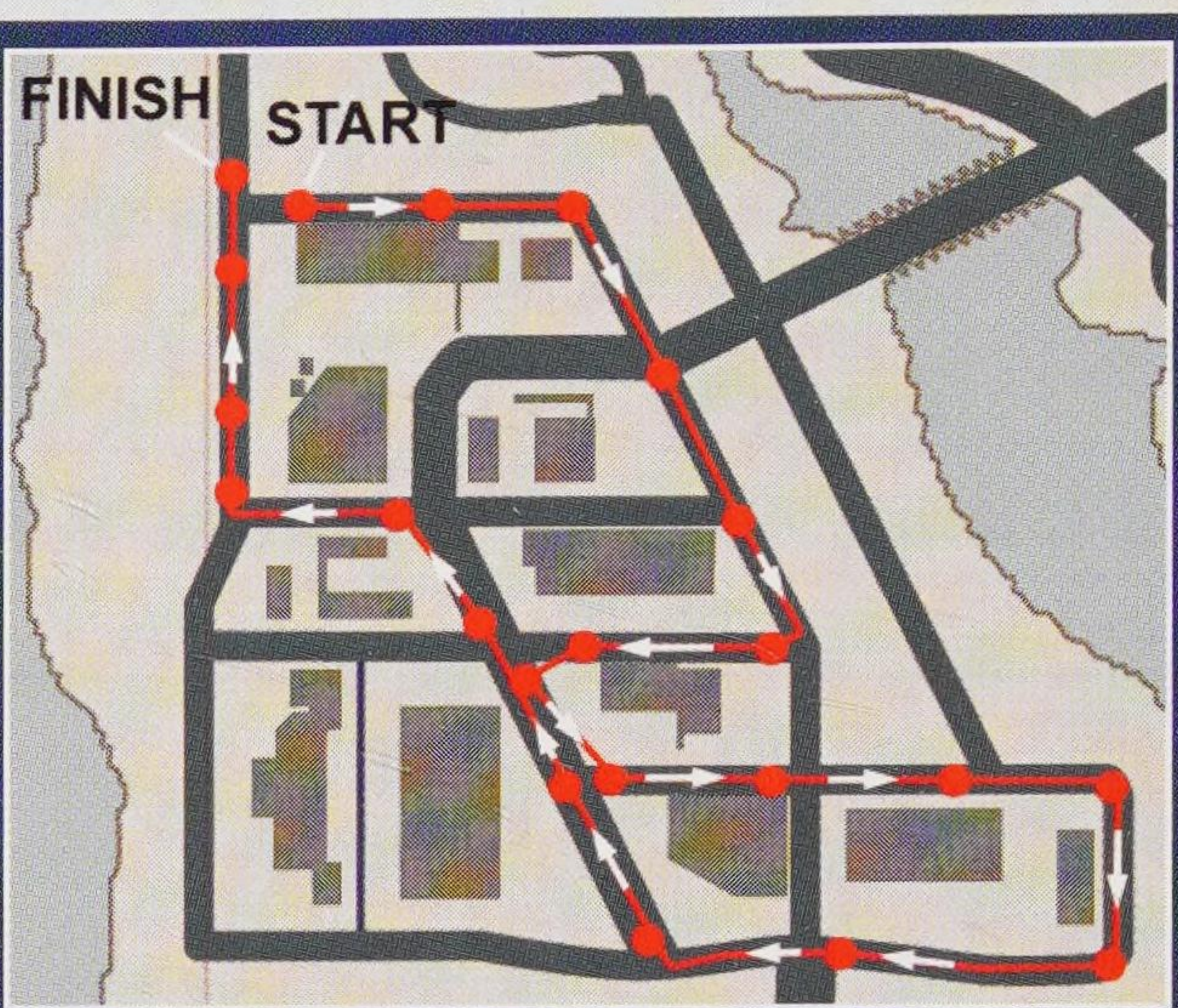
RESTRICTIONS: You cannot bring a car to the race.

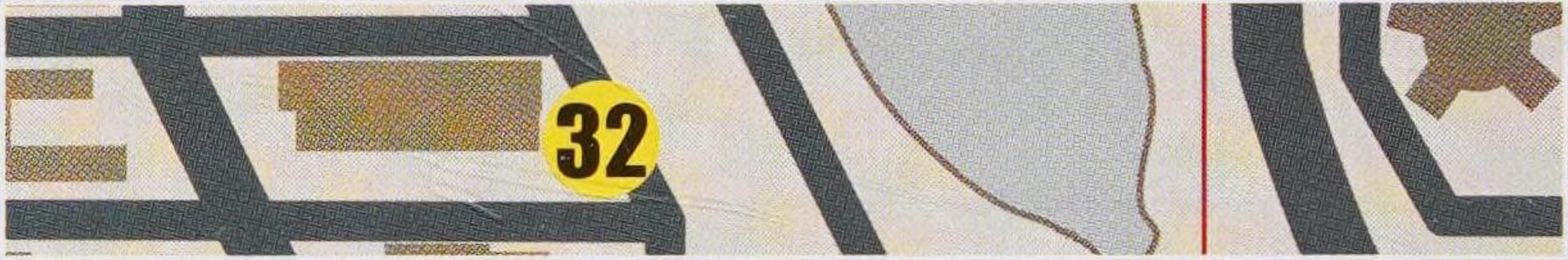
REWARD: Cash for first place. No reward is given after first win, but stats are recorded for lap and race times.

UNLOCKS: Goes toward 100% completion of the game.

DETAILS

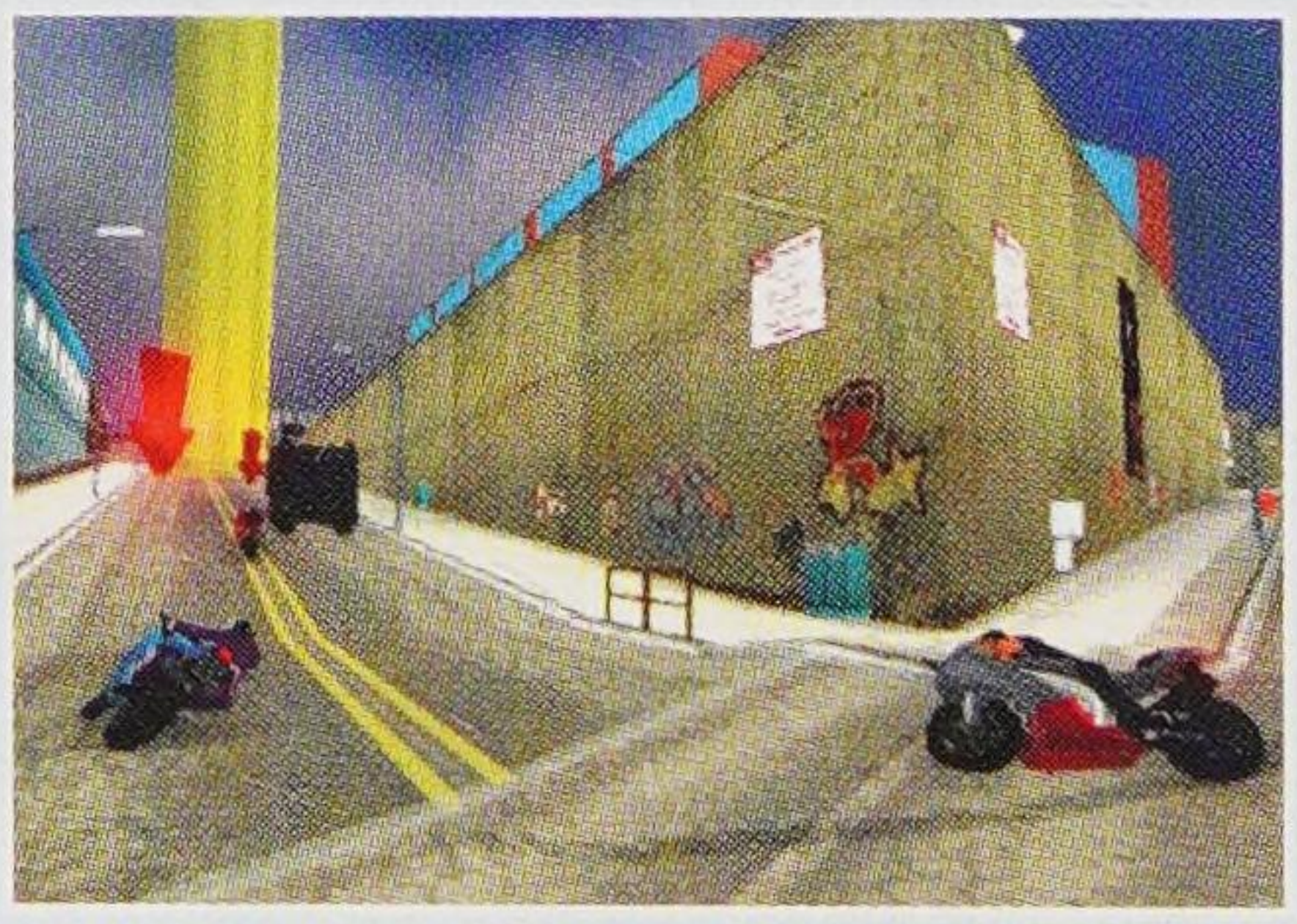
Answer the payphone in Pike Creek to accept the challenge. Steal a bike and get to the starting line in Cochrane Dam. Complete two laps through 21 checkpoints, (including start checkpoint when you lap) around the Pike Creek and Cochrane Dam area against three opponents on PCJ-600s.





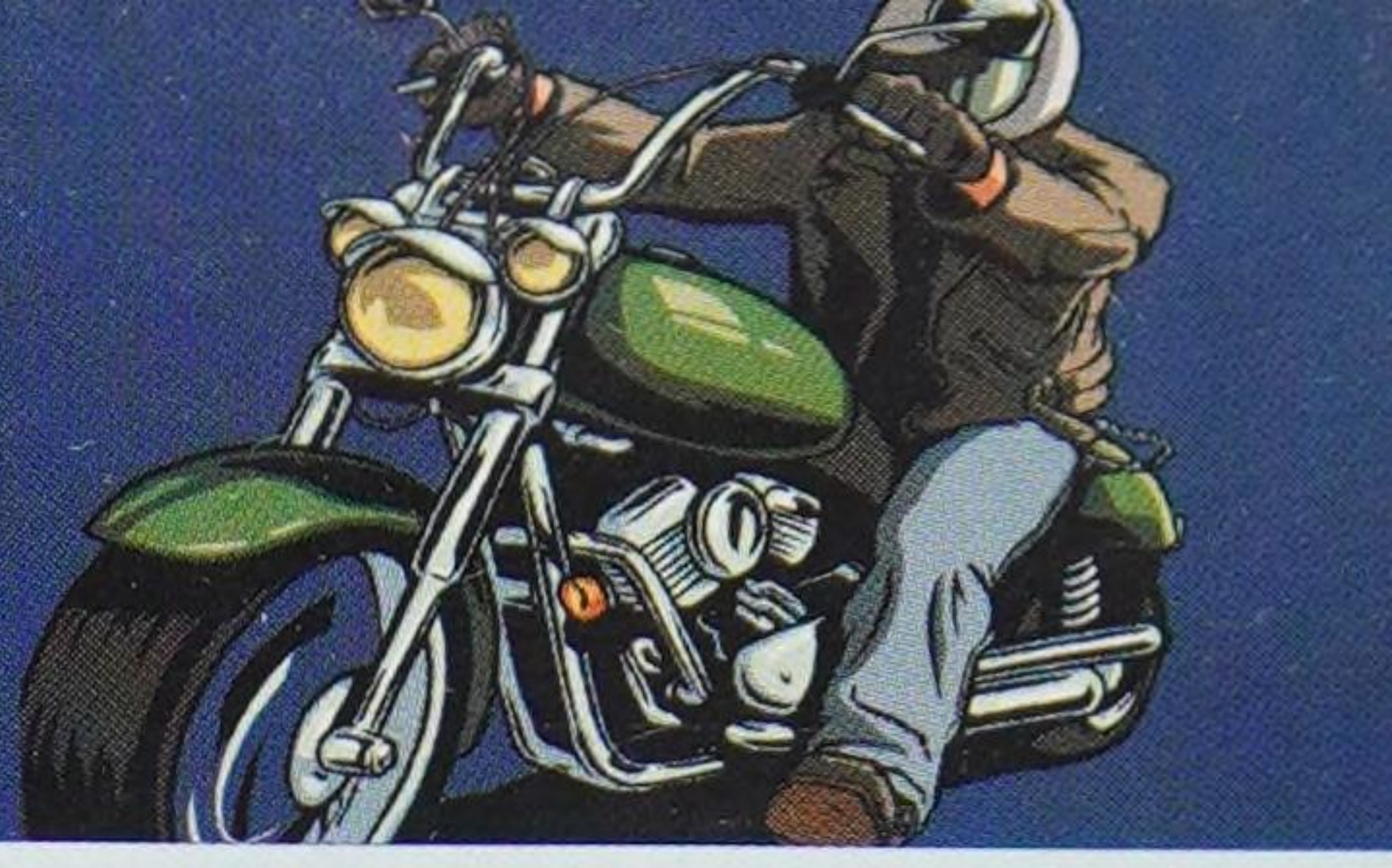
COCHRANE DAM

TIPS



- The beginning of the course is downhill. You quickly build up more speed than expected and going downhill makes it more difficult to slow down. You must be aware of this going in and slow down for corners earlier than you normally would.
- The two biggest issues are taking turns too quickly and the element of traffic—there's lots of it. Just sticking to the paint in the middle of the road is not good enough; you'll come across many intersections with cross traffic. Do not let your guard down. Brake early if there's just the slightest chance that you'll meet another vehicle in the intersection.
- Similar to other motorcycle races, concentrate more on staying on the bike and good cornering practices and less on the competition for better results.

KC
FEEL BLAND



OTHER PASTIMES

AVENGING ANGELS

AVAILABILITY:

You must have the Avenging Angels outfit to begin an Avenging Angels mission. This get-up is unlocked after completing Salvatore's third Portland mission, *Frighteners*.

LOCATION:

Avenging Angels are dressed in dark green jackets with black hats. They hang out around Chinatown in Portland; in the actual park of Belleville Park, Staunton Island; and in the projects of Wichita Gardens or Cochrane Dam, Shoreside Vale.

RESTRICTIONS:

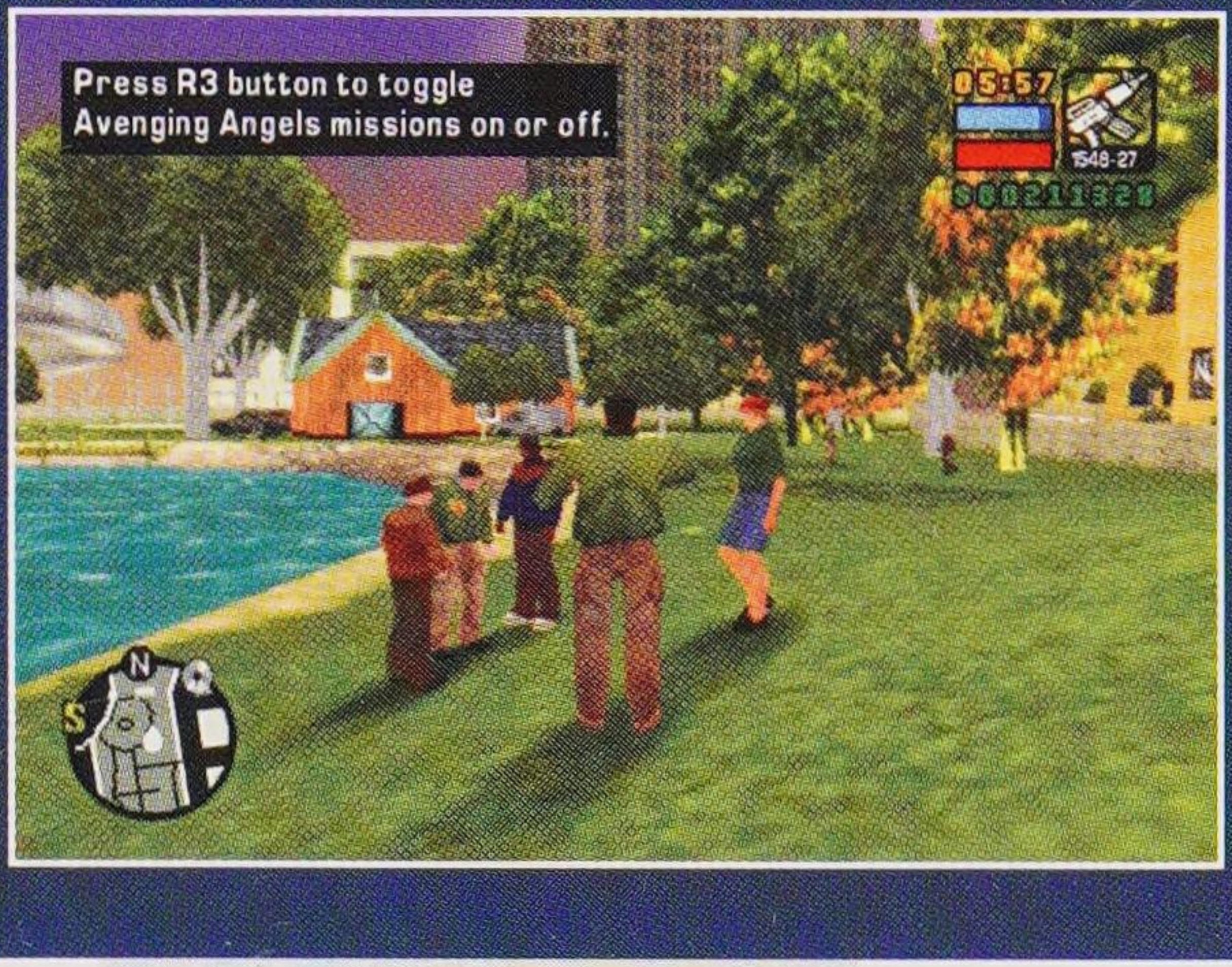
You must be wearing an Avenging Angels outfit to join the Avenging Angels' mission.

REWARD:

Cash for levels completed.

UNLOCKS:

Completing Avenging Angels in Portland awards a bullet-proof super Angel motorcycle, the Avenger. This appears at the Portland safe house. Completing Avenging Angels in Staunton Island awards you with cost-free arrests. If you get Busted, it costs you nothing. Completing Avenging Angels in Shoreside Vale unlocks the Superhero costume; available at all safe house changing rooms. Completing these missions also goes toward 100% completion of the game.



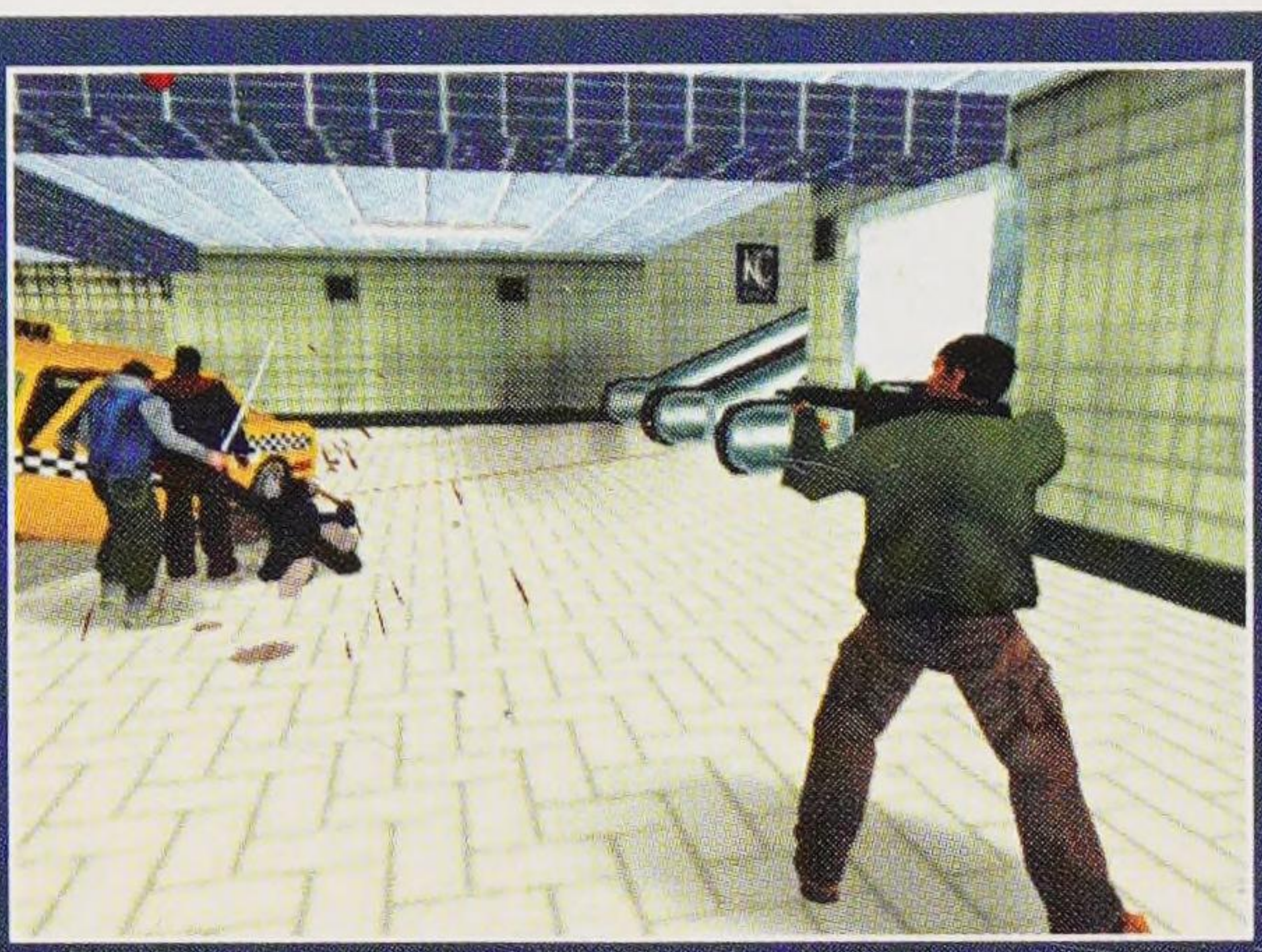
Press R3 button to toggle Avenging Angels missions on or off.

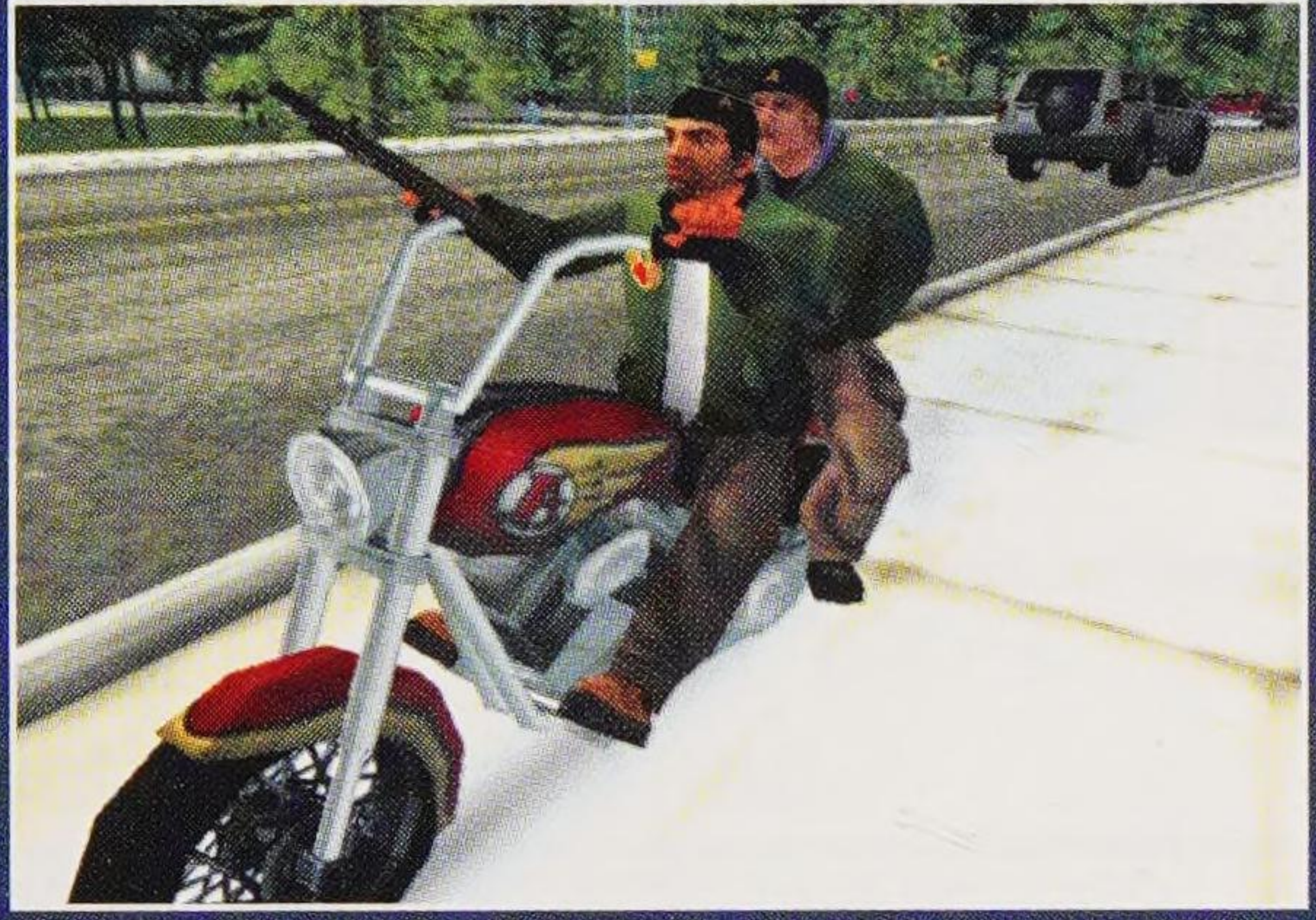
Details

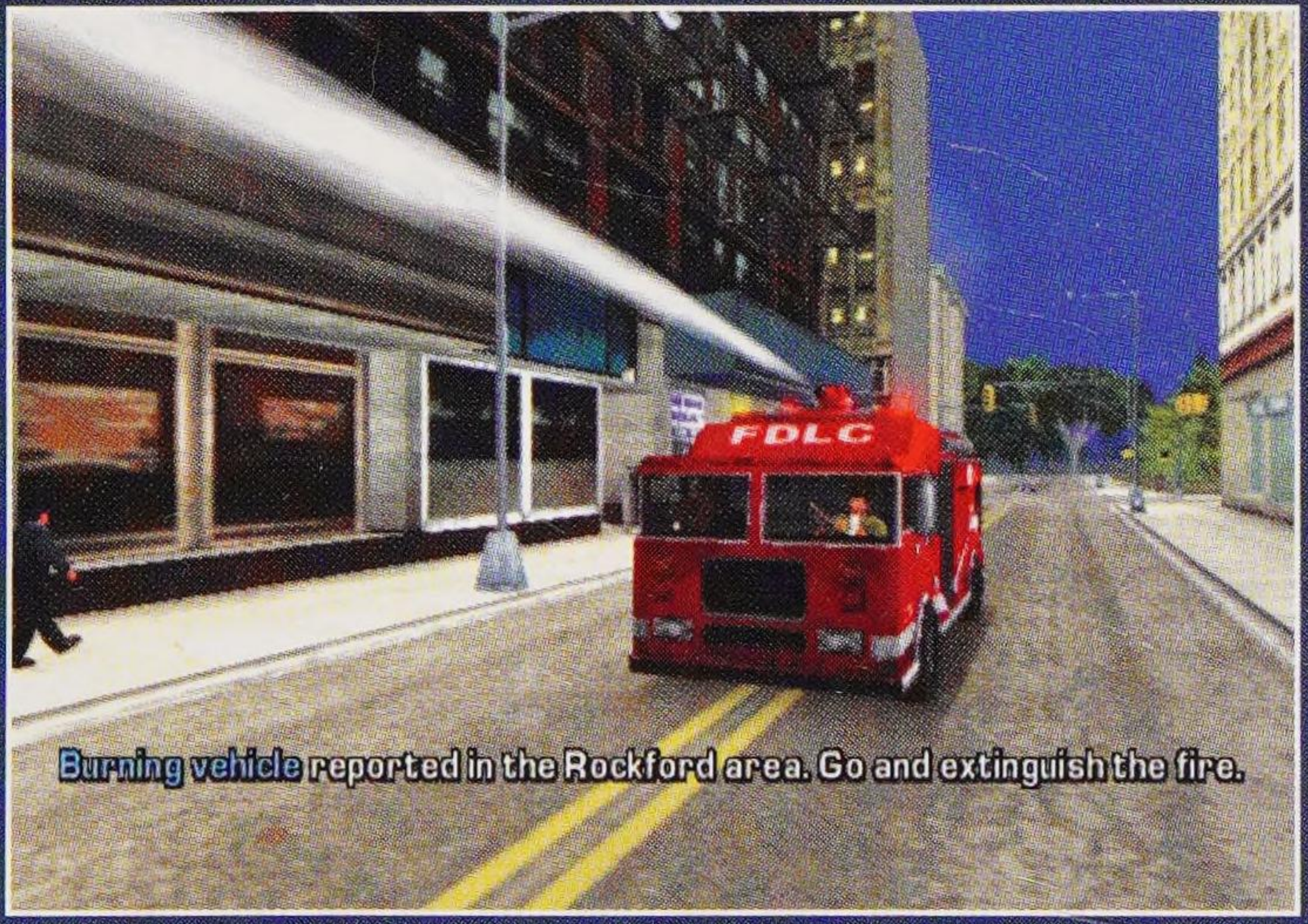
While wearing the Avenging Angels outfit, approach any Avenging Angel and press R3 (PSP: press Up) to start a mission. You must kill gangs of criminals within a time limit. It's similar to Vigilante with no vehicle restrictions. You must beat 15 consecutive levels per island to unlock the prizes.

Tips

- Be well armed and armored before taking this mission. During the mission, try to fit in time to get to the nearest Armor and Health power-ups (see our Health and Armor maps in the back of this guide for locations). You can enter safe houses during missions to use the Health found inside. If you've collected enough Hidden Packages, you can always find Armor and all the weapons you'll ever need at your safe house.







Burning vehicle reported in the Rockford area. Go and extinguish the fire.

- The enemy gangs you need to wipe out appear as red blips on the radar and map. Once you defeat that gang, you pass the level and the next mission and time allotted to complete that mission is given—but *only* if an Avenging Angel is in your party. For this reason, it is imperative that you avoid losing your Avenging Angel party member(s). Do not outrun them or leave them in any way.

- Criminals are either all on foot or all in cars in each level. Difficulty is increased as levels progress in the form of increased (enemy) car durability and number of gangsters to defeat.

FIREFIGHTER

AVAILABILITY:

Anytime, any place, as long as you're in a Firetruck.

LOCATION:

You can easily find Firetrucks at fire stations in Saint Mark's, Portland; in Newport, Staunton Island; and Francis Intl. Airport in Shoreside Vale. See numbers 4, 21, and 35 on our Pastime Map for fire station locations.

REWARD:

Cash. Each additional level completed adds another $50 to the last level's reward.

UNLOCKS:

Complete level 12 and you become fireproof!

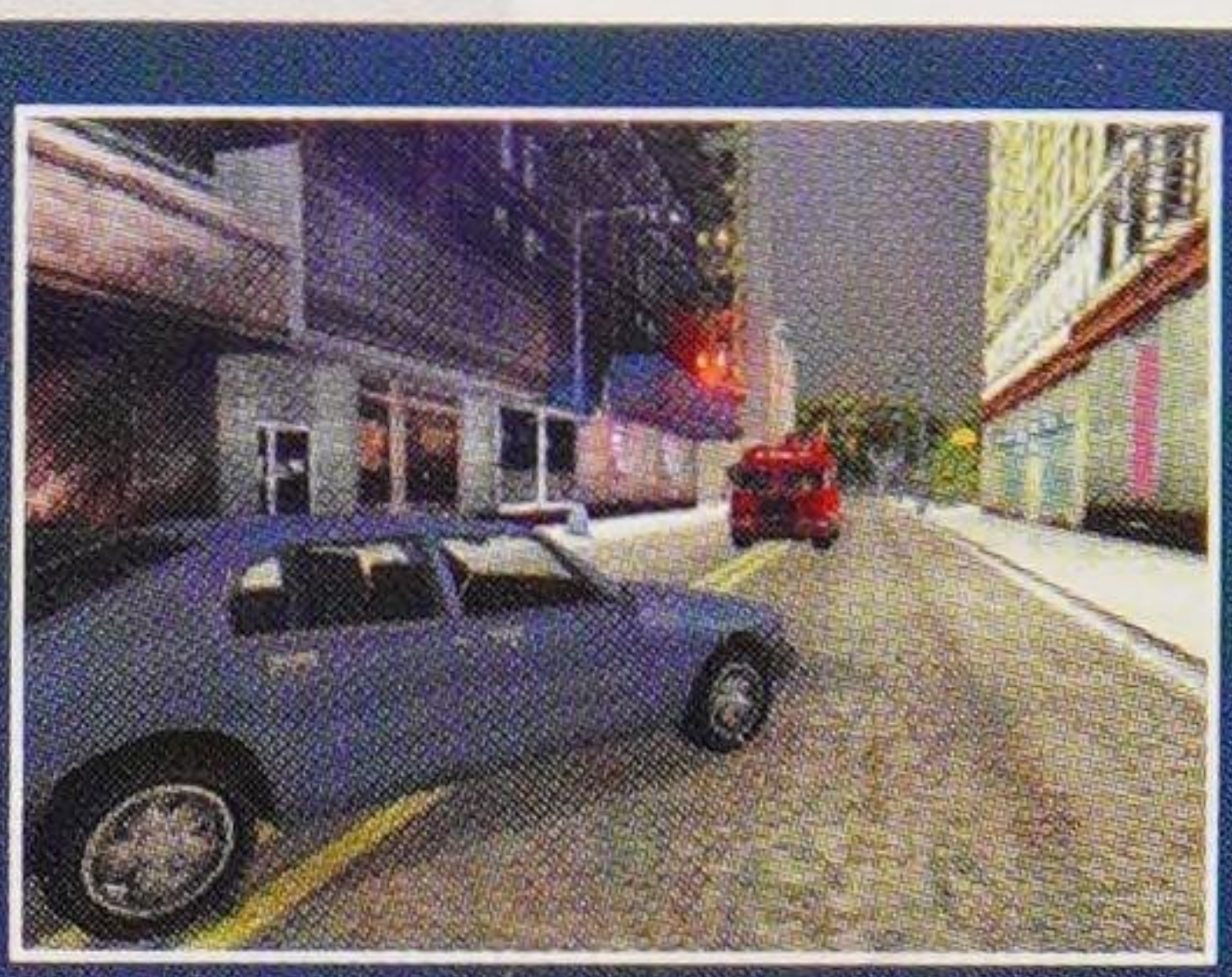
OTHER PASTIMES

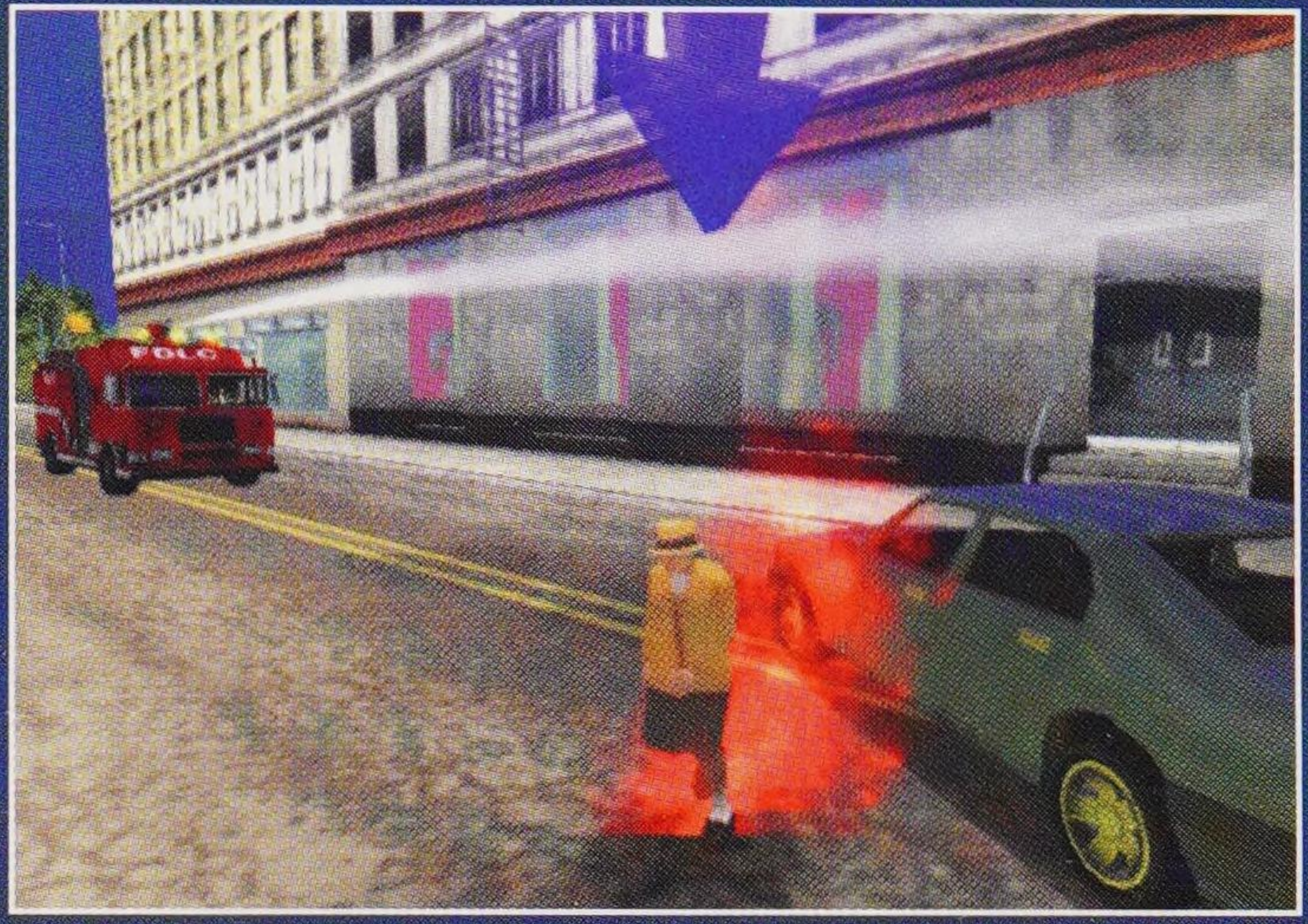
Details

Steal a Firetruck and press R3 (PSP: press Up) to begin the mission. You must put out randomly generated car and pedestrian fires around the city. In level 1, you'll find one car fire; in level 2, you'll find a car and driver fire, etc. Once a car fire has been extinguished, the occupants get out and stagger around while on fire. You must extinguish the occupants (blue blips on the radar and blue arrows overhead) to proceed to the next level.

Press ◉ to shoot the water canon. Use the Right Analog Stick (PSP: Left/Right Directional buttons) to aim the cannon. Press L3 (PSP: press Down) to turn the sirens on and off.

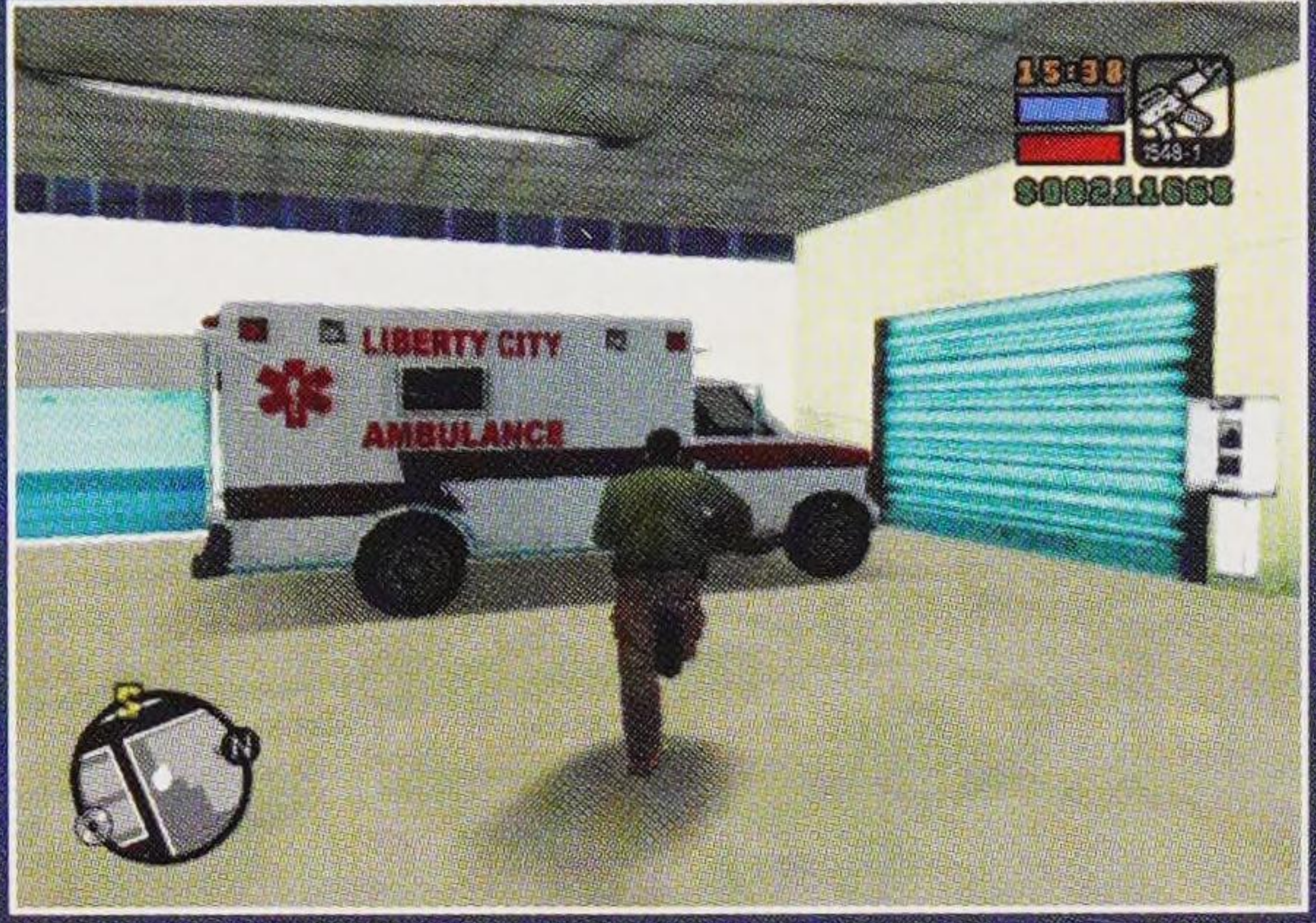
You have a time limit to reach and extinguish the fire(s). Each new emergency is given a unique time limit that reflects the extent of the fire and the distance from your current location. Fires are indicated on the map as blue blips. A text message appears with the name of the area where the fire is located.

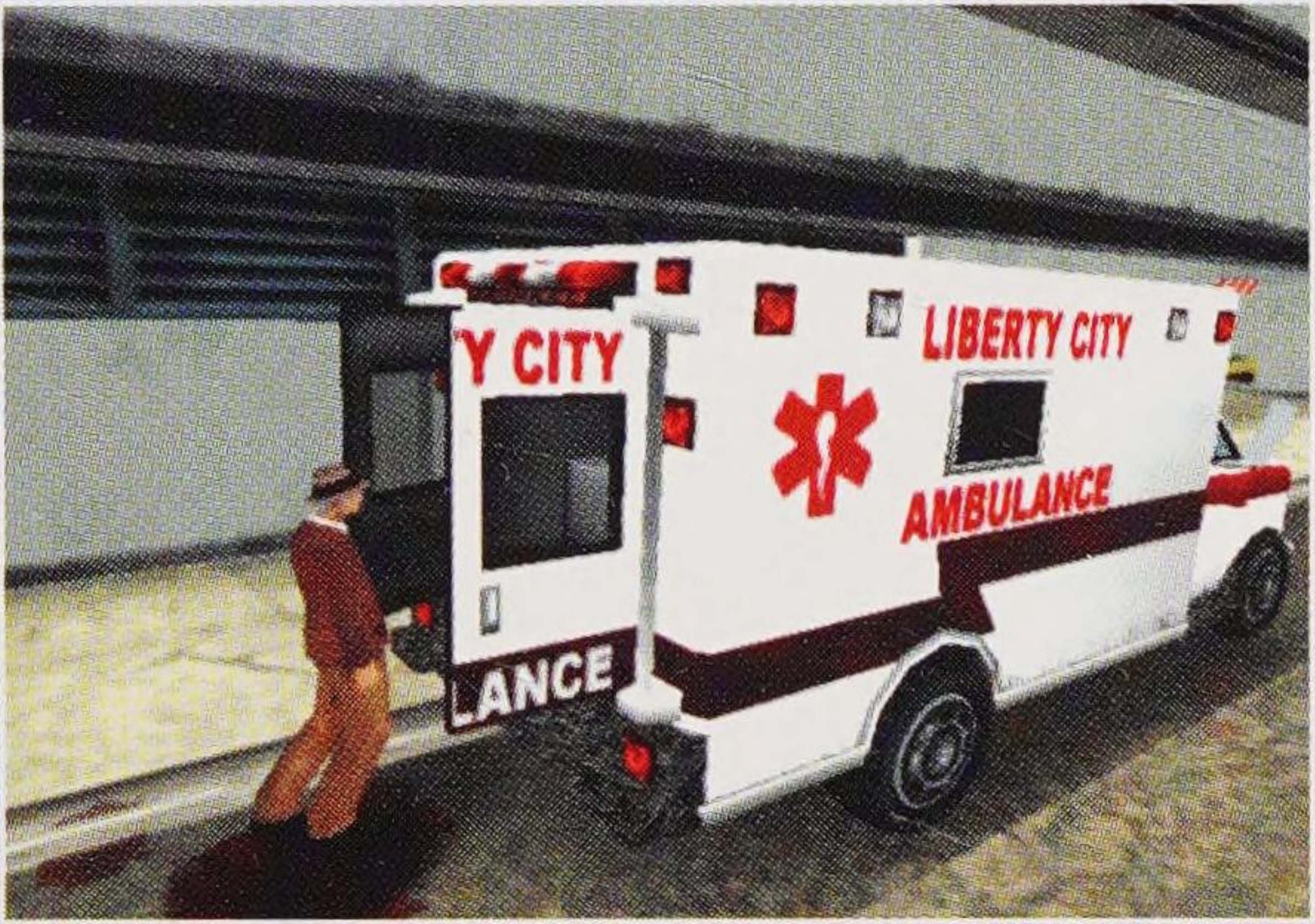




Tips

- The Firefighter mission is easiest in Portland since all areas of the island are easily accessible. Staunton Island and Shoreside Vale have areas that can only be accessed using one particular road or route making certain fires difficult to reach. You must keep the truck in good condition so it will last the entire 12 missions to obtain the unlockable.
- Although the Firetruck is heavy and durable and can push cars aside like they were cardboard boxes, avoid intentional collisions; after multiple levels of this abuse, the damage really adds up. Pay 'n' Sprays do not work on Firetrucks. If you exit the Firetruck, the mission ends immediately.





PARAMEDIC

AVAILABILITY:

Anytime except when in another mission.

LOCATION:

This mission can be started anytime you enter an Ambulance. Ambulances are most always found at the hospitals or you could cause a violent scene where Ambulances have to arrive. See numbers 8, 18, and 33 on our Pastimes map for hospital locations.

REWARD:

Cash reward for levels completed. The equation for the monetary reward is: Level number x $150.

UNLOCKS:

Complete level 12 to unlock Infinite Run! Now you can run without getting tired and slowing down.

Details

Jack an Ambulance and press R3 (PSP: press Up) to start the Paramedic mission. You must drive toward the blue blip on the radar to pick up the patient, then deliver him/her to the nearest hospital. You begin with a time limit and you receive time bonuses when you pick up or drop off patients. Level 1 has one patient, level 2 has two patients, and so on. Press L3 (PSP: press Down) to turn sirens on and off; sometimes cars actually move out of the way.

Tips

- Trying to complete the 12 mission goal in Staunton Island after Fort Staunton is destroyed is difficult; the roads are too hazardous. This goal is easier to complete by playing in Portland.
- You may not exit the Ambulance during the mission or the mission is failed. You must try to keep the Ambulance in tip-top shape in order to make it through 12 levels. You can only hold three patients at a time, so after level 3, you must make multiple trips to the hospital. Pause the game as soon as the level begins and plot a course to the patients (blue blips) with a trip to the hospital figured in for every three patients you pick up.

OTHER PASTIMES

TAXI DRIVER

AVAILABILITY:

Anytime, anywhere in Liberty City when you enter a Taxi, as long as you are not currently in another mission.

LOCATION:

Taxis are a dime a dozen. You can find them everywhere. One is always parked at the Taxi Company in Trenton, Portland. (15 on the Pastimes map). There is also one parked near the steps to the fountain, subway and tourist kiosk at the airport in Shoreside Vale (37).

REWARD:

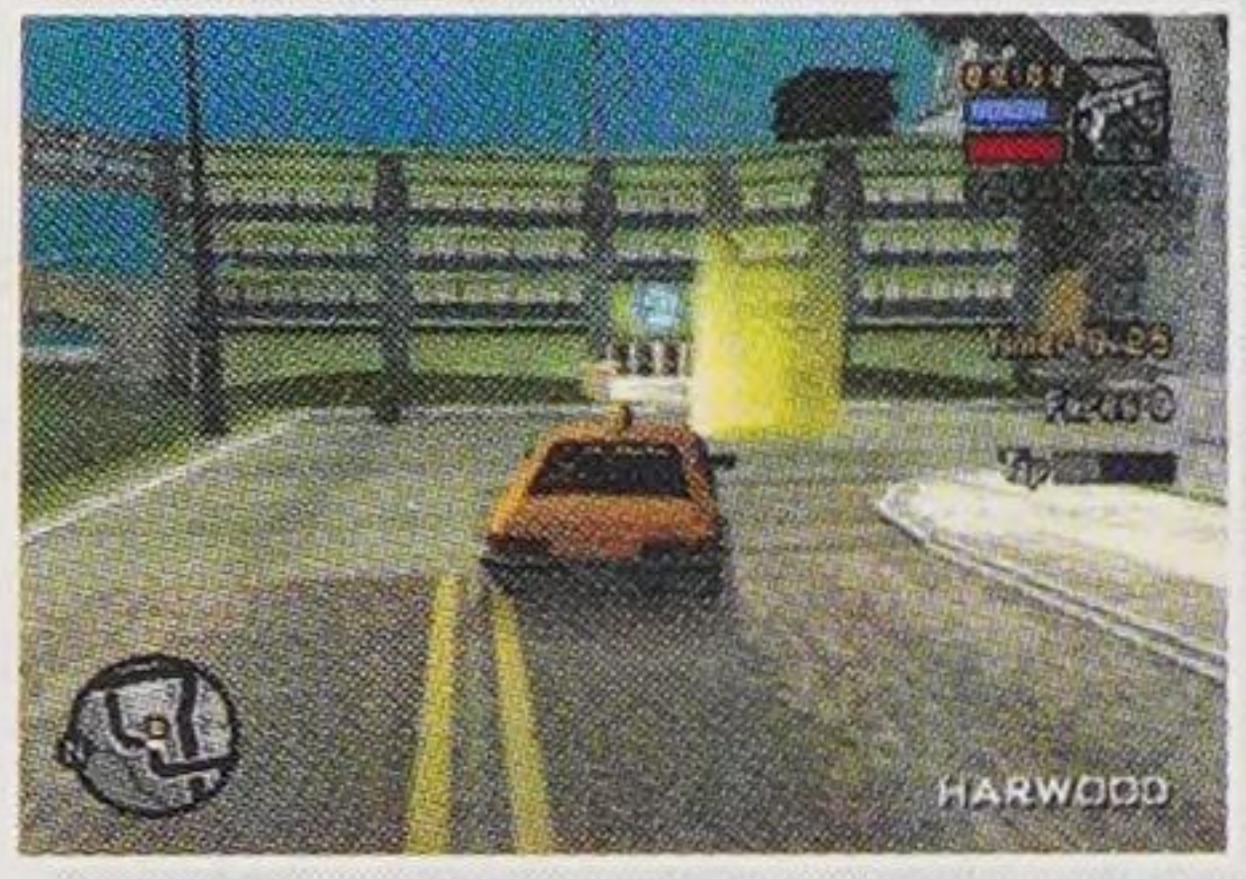
Cash, depending on distance travelled and tip meter.

UNLOCKS:

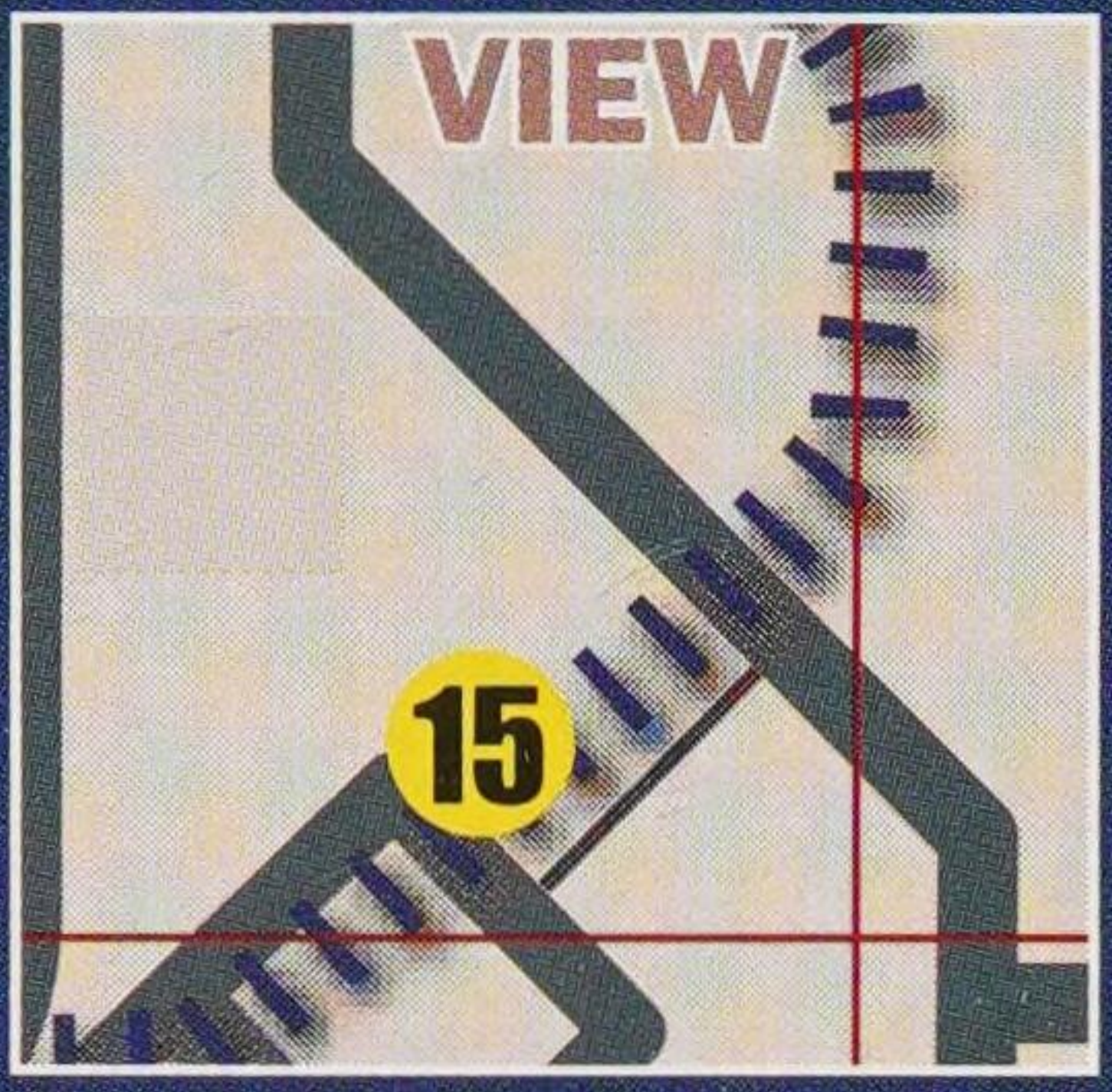
Complete 100 missions (do not have to be consecutive) and the modified taxi, Bickle '76, is created in Trenton at the Taxi Company (15 on our Pastime map). Taxi missions completed are tracked on the Stats menu.

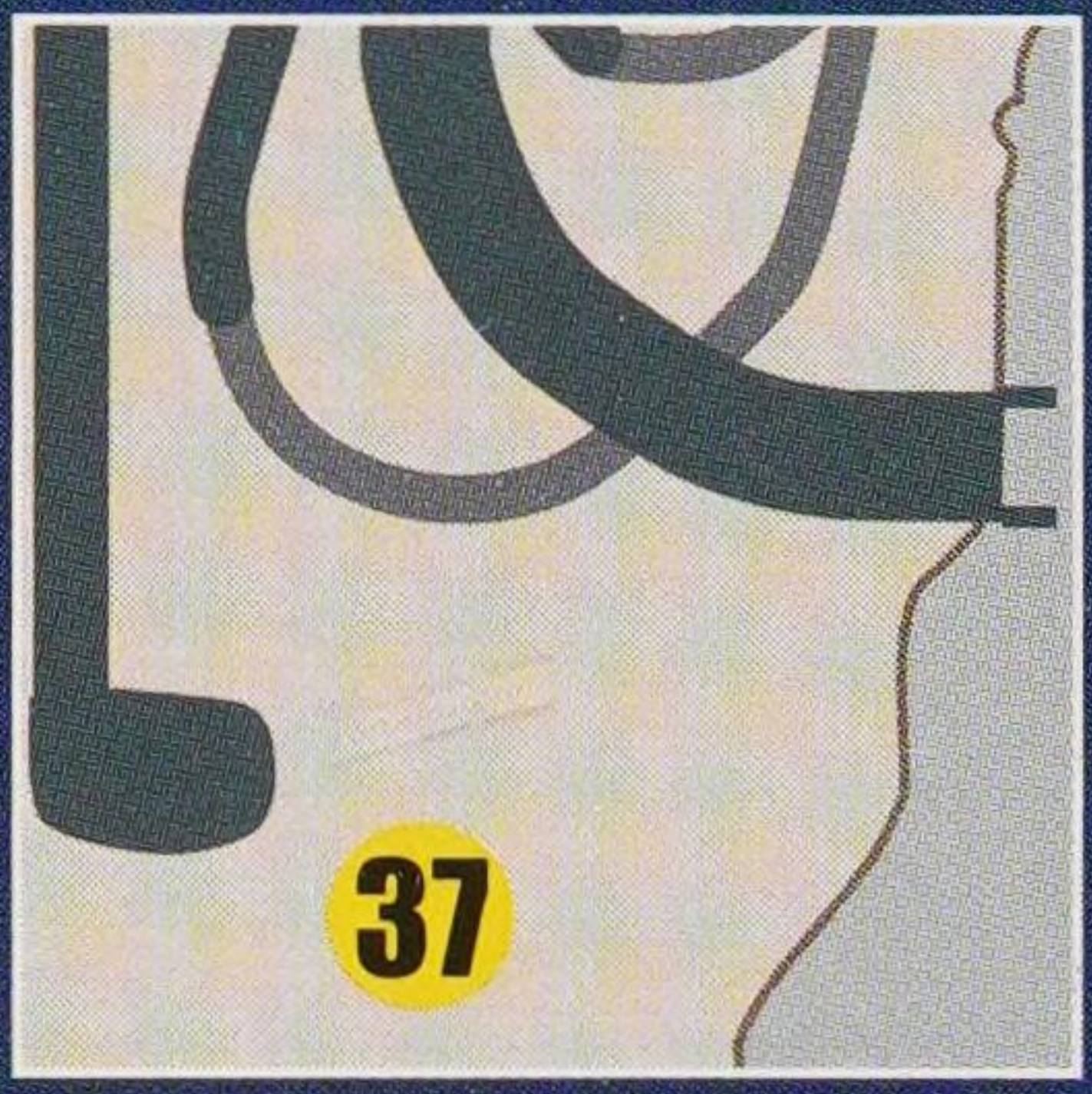
Details

Jack a Taxi and press R3 (PSP: press Up) to begin Taxi Driver. You must look for a pedestrian (fare). Look for the blue blip on the radar. Stop and allow the fare to enter the Taxi. A destination and time limit are given. The destination appears as a yellow radar blip and a yellow marker appears in the street. The time allotted appears on the right side of the screen, above the Fare and Tip meter.



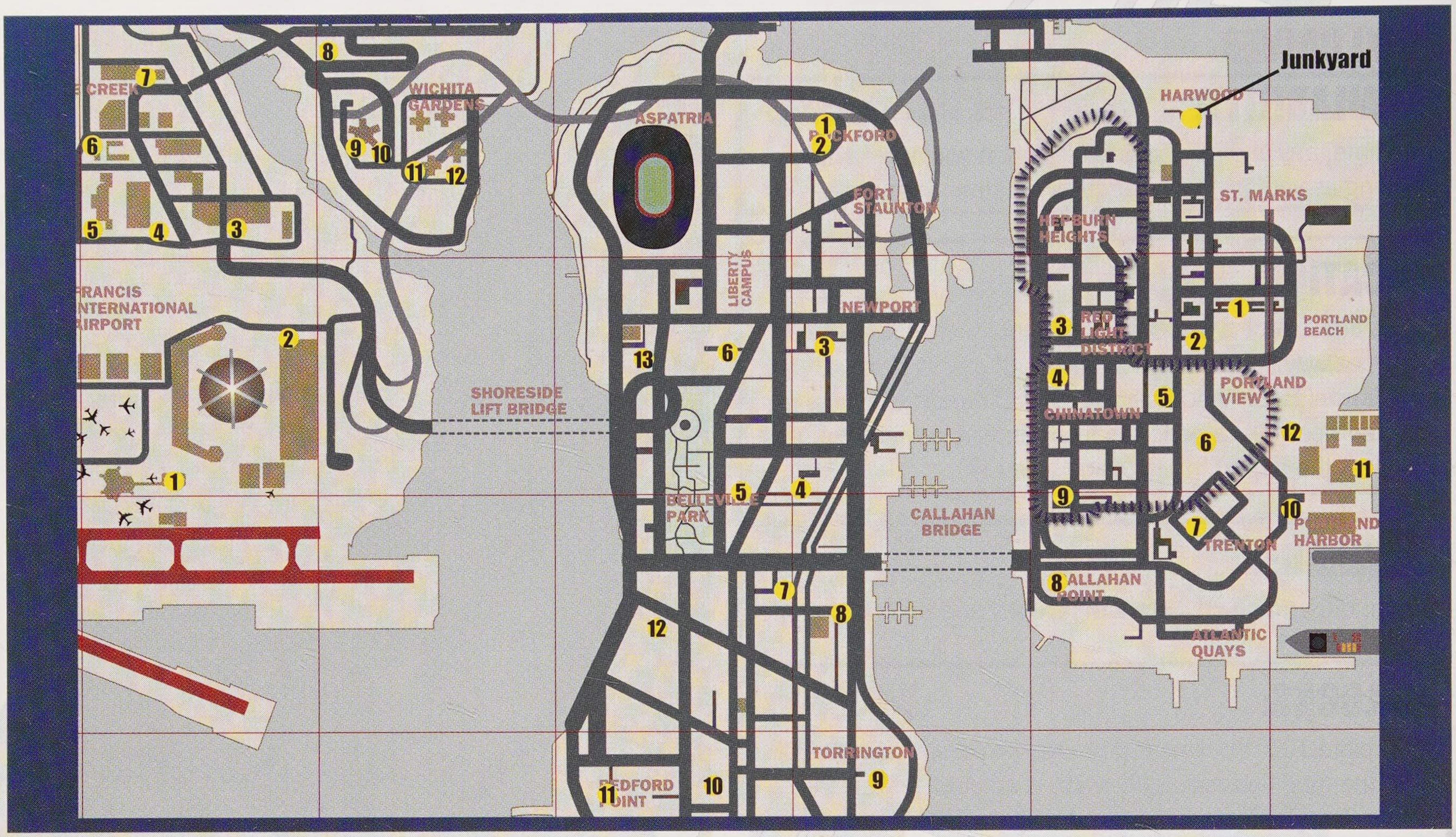
The Tip meter decreases during your journey and drains significantly when you crash. The Tip given depends on how much of the Tip meter remains filled upon delivery of the fare to your passenger's destination. You also receive cash speed bonuses for delivering the rider to the destination quickly.





Tips

- Try to keep your cab in good shape; avoid accidents as often as possible. The more damage you take, the lower your tip becomes. Fares bail out or do not appear at all if you take too much damage. If this happens, stop into a Pay 'n' Spray and fix your cab.
- Since you are not required to have 100 consecutive fare deliveries, you can complete the unlockable task much more leisurely than most other vehicle-specific pastimes.


Junkyard
CREEK
WICHITA GARDENS
ASPATRIA
ROCKFORD
FORT STAUNTON
HARWOOD
ST. MARKS
HEPBURN HEIGHTS
FRANCIS
NTERNATIONAL
IRPORT
LIBERTY CAMPUS
NEWPORT
RED LIGHT DISTRICT
PORTLAND BEACH
PORTLAND VIEW
SHORESIDE LIFT BRIDGE
CHINATOWN
BELLEVILLE PARK
CALLAHAN BRIDGE
TRENTON
PORTLAND HARBOR
CALLAHAN POINT
ATLANTIC QUAYS
TORRINGTON
BEDFORD POINT

TRASH DASH

AVAILABILITY:

Anytime you enter a Trashmaster anywhere in Liberty City.

LOCATION:

Anywhere in Liberty City. See numbers 2, 19, and 34 for some Trashmaster locations.

REWARD:

Cash—$2,000 for Portland, $3,000 for Staunton, $4,000 for Shoreside Vale.

UNLOCKS:

Goes toward 100% completion.

Details

Press R3 (PSP: press Up) while inside a Trashmaster. There are three different courses: Portland, Staunton Island, and Shoreside Vale. Once the collection challenge is complete on one island you receive a "Mission Complete" text message.

You must complete one mission on each island to complete the full challenge. This requires you to collect 12 dumpsters from specific locations on the island where you have activated the mission within a time limit. Once you collect all the dumpsters, you need to visit the junk yard in Portland within a new time limit. Dumpsters can be collected in any order and the timer does not start until you pick up the first dumpster. Each dumpster collected adds 30 to 40 seconds to the timer.

Tips

- In Portland, you have 30 seconds to make it from one dumpster to the next. The sooner you reach subsequent location, the more time you'll have to get to the following dumpster, and so on.

- Back up into your first dumpster so the getaway is quicker. The faster you can pick them up, the more accumulated time you have to reach the more remote dumpsters. Pausing the game stops the timer and allows you to plot your route to the next dumpster. Use our maps to help plot a route that works best for you.

#10 STAUNTON DUMPSTER

Do not try to get the #10 Staunton dumpster, located at the mouth of a tight alley in Bedford Point, by entering the east side of the alley; you'll get the Trashmaster stuck at the bottom of the alley stairs. Make sure to approach this dumpster from the West.

VIGILANTE

AVAILABILITY:

This mission is available anytime you enter a law-enforcement vehicle at any point in the game, except while engaged in another mission.

LOCATION:

Police cars are everywhere, but you can usually find one that's parked and unattended at the local police station. See numbers 12, 25, and 31 on our Pastimes map for police station locations.

REWARD:

Cash: level number x $50.

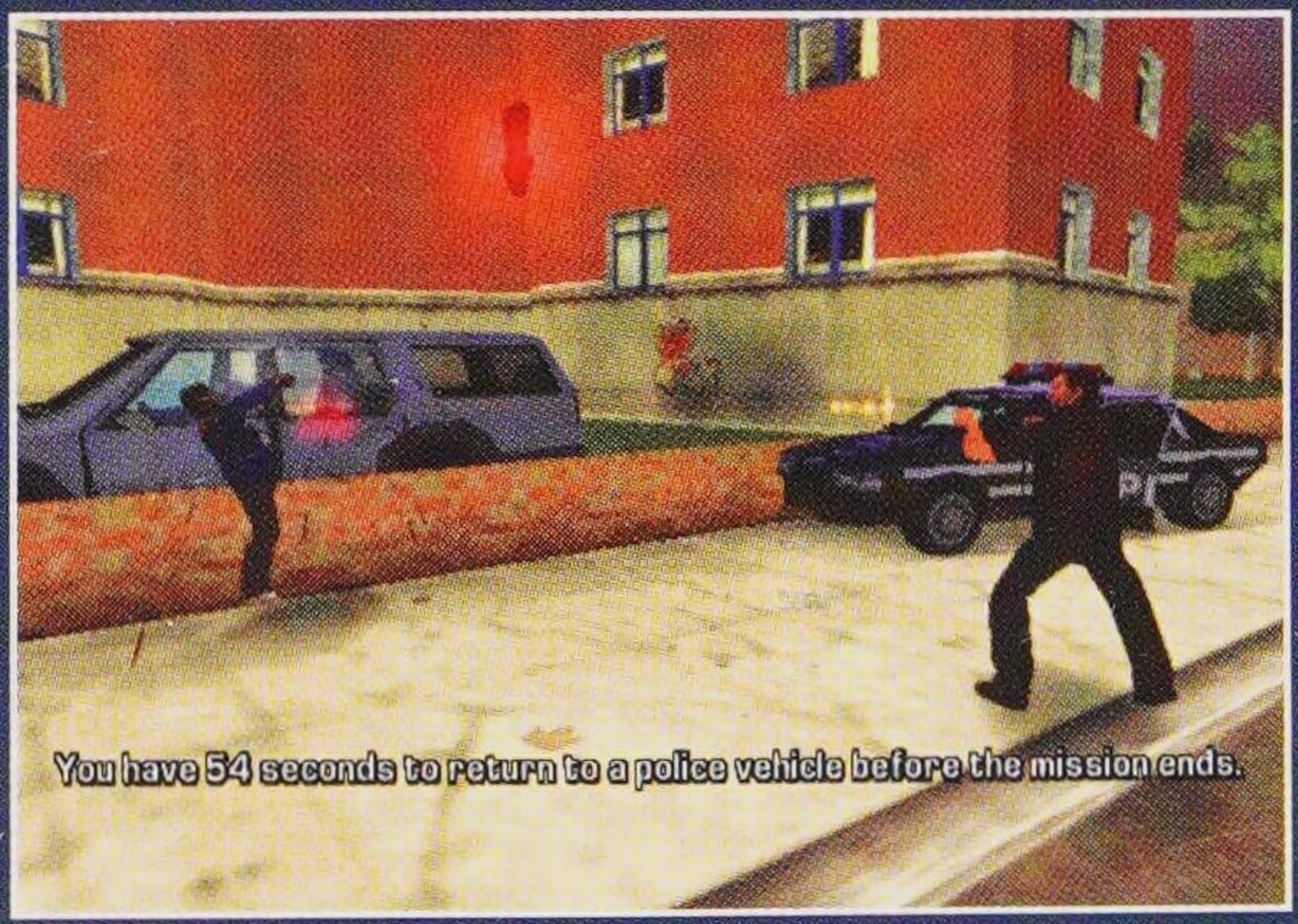
UNLOCKS:

Complete level 12 to raise your maximum armor capacity by 50%. One Body Armor power-up completely fills the new capacity.

Details

Jack a law-enforcement vehicle (police, enforcer, FBI car, or Rhino) and press R3 (PSP: press Up) to begin the mission. You must defeat random criminals in the time allotted. Criminals are indicated by red blips on the map. They appear in larger numbers as the level increases—level 1 has one criminal, level 2 has two criminals etc. When multiple vehicles are involved, they drive sensibly, then split up once approached. Press L3 (PSP: press Down) to turn the sirens on and off.

AMMU-NATION
LCPD



You have 54 seconds to return to a police vehicle before the mission ends.

LIBERTY CITY MAPS

LIBERTY CITY MAPS

COCHRANE DAM
CEDAR RIDGE OBSERVATORY
CEDAR GROVE
PIKE CREEK
WICHITA GARDENS
FRANCIS INTERNATIONAL AIRPORT
SHORESIDE LIFT BRIDGE
SHORESIDE VALE
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4
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8
9
10
STAUNTON ISLAND
ASPATRIA
ROCKFORD
FORT STAUNTON
LIBERTY CAMPUS
NEWPORT
BELLEVILLE PARK
CALLAHAN BRIDGE
TORRINGTON
BEDFORD POINT
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HARWOOD
ST. MARKS
HEPBURN HEIGHTS
RED LIGHT DISTRICT
PORTLAND BEACH
PORTLAND
PORTLAND VIEW
CHINATOWN
TRENTON
PORTLAND HARBOR
CALLAHAN POINT
ATLANTIC QUAYS
PORTLAND
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This map contains locations of all your Liberty City job contacts, hospitals, police stations, safe houses, bomb shops, Pay 'n' Sprays, Ammu-Nations, fire stations, interesting vehicles parked around town, and vehicles needed for Love Media's "Car-azy Car Giveaway."

PORTLAND

Number	Description
①	Car Crusher (crush vehicles for money).
②	Parked Angel at the Head Radio station.
③	PCJ-600 often parked at apt. building near the construction site.
④	Barracks OL parked in the construction site.
⑤	Leone Sentinel always parked at Salvatore's.
⑥	PCJ-600 always parked at Salvatore's.
⑦	PCJ-600 often parked in small alley south of old Grand Theft Auto safe house alley.
⑧	Freeway often parked in parking lot across from the hospital.
⑨	BF Injection parked on the beach near the cliff.
⑩	Sanchez parked at the Supa-Save.
⑪	Mean Street Taxi. Complete Taxi Driver challenge and your prize is parked here.
⑫	Thunder-Rodd in policeman's ball parking lot. Spawns here after completing *Grease Sucho*.
⑬	Linerunner always parked at Rusty Browns Donuts.
⑭	Police car always parked at Rusty Browns Donuts.
⑮	Mule always parked at Rusty Browns Donuts.
⑯	Kuruma parked next to Vincenzo's office.
⑰	Sanchez parked next to Vincenzo's office.

SHORESIDE VALE

Number	Description
①	PCJ-600 parked in a Cedar Grove driveway.
②	Deimos SP parked in a Cedar Grove driveway.
③	PCJ-600 parked on roadside rest area.
④	PCJ-600 parked in Wichita Gardens parking lot.
⑤	PCJ-600 parked in Wichita Gardens parking lot.
⑥	Ambulance parked at the hospital.
⑦	V8 Ghost parked in small nook in the hospital.
⑧	Trashmaster parked in airport parking.
⑨	PCJ-600 parked in airport parking.
⑩	Firetruck parked at airport fire station.

STAUNTON ISLAND

Number	Description
①	Freeway parked at the ferry port.
②	Landstalker parked in ferry parking lot.
③	Hearse parked on north side of the hospital.
④	Trashmaster parked in northeast hospital parking lot.
⑤	Sanchez parked at hospital parking lot.
⑥	Landstalker parked at hospital parking lot.
⑦	Faggio parked in the courtyard of Liberty Campus.
⑧	Campaign Rumpo parked at the steps of the stadium.
⑨	Sanchez parked near ramp and Hidden Package near Leon McAffrey's job location.
⑩	Sanchez parked at stadium parking lot.
⑪	Angel parked inside Hogs & Cogs bike shop.
⑫	Yakuza Stinger parked at Asuka's (Grand Theft Auto 3) apartment.
⑬	Docked Predator police boat with working guns.
⑭	Patriot parked near garage in small alley behind Ammu-Nation.
⑮	Enforcer parked in police station's back lot (near prison cell in Grand Theft Auto 3). Drive through the gates using another law enforcement vehicle.
⑯	Police car parked in the police station parking lot.
⑰	Banshee parked in the underground parking garage.
⑱	V8 Ghost parked on sidewalk parking lot.
⑲	Banshee parked behind Liberty City Tree.
⑳	Love Media's "Car-azy Car Giveaway" garage.
㉑	PCJ-600 parked in the Big Shot Casino's rear parking lot.

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PORTLAND VIEW
CHINATOWN
TRENTON
PORTLAND HARBOR
CALLAHAN POINT
ATLANTIC QUAYS
PORTLAND

PORTLAND HEALTH

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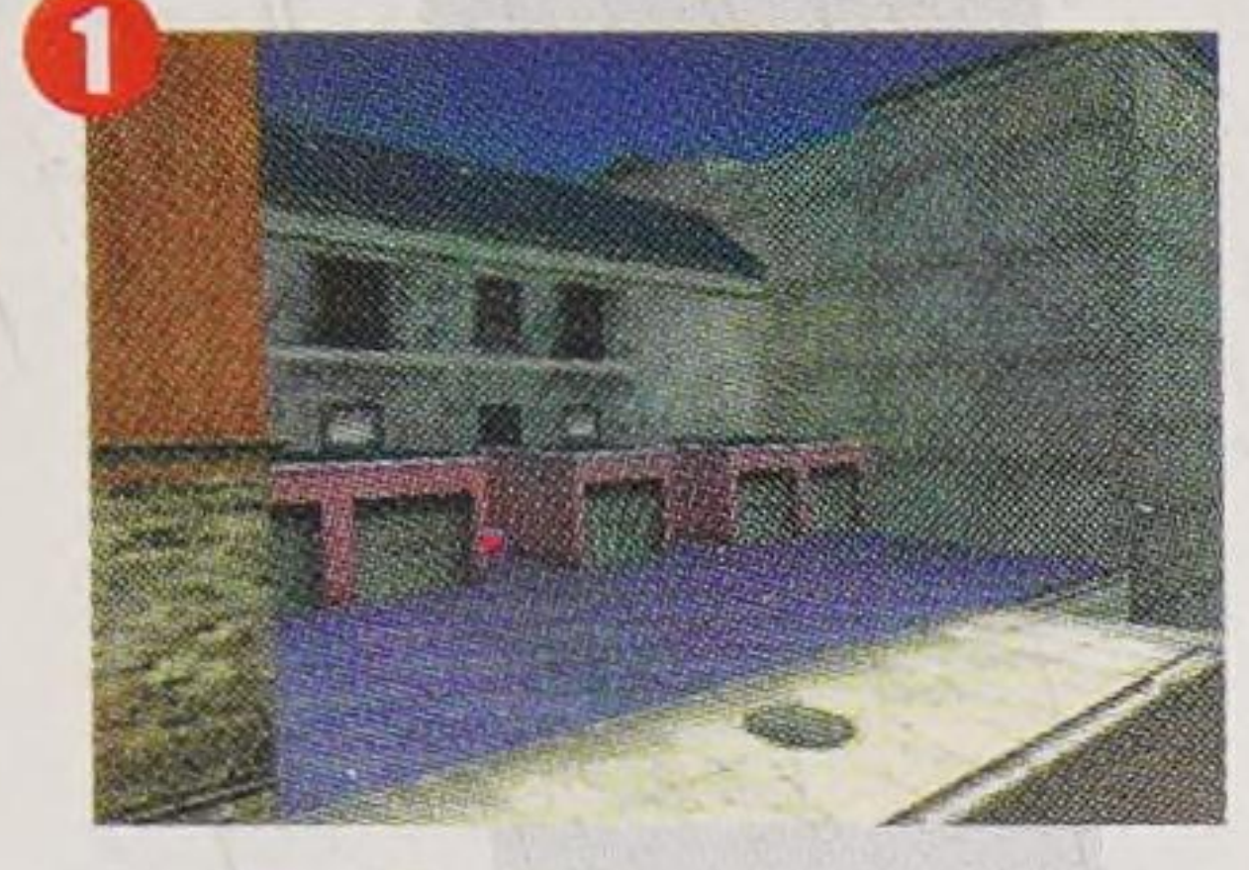
Saint Mark's
In between garages south of AM gas station.

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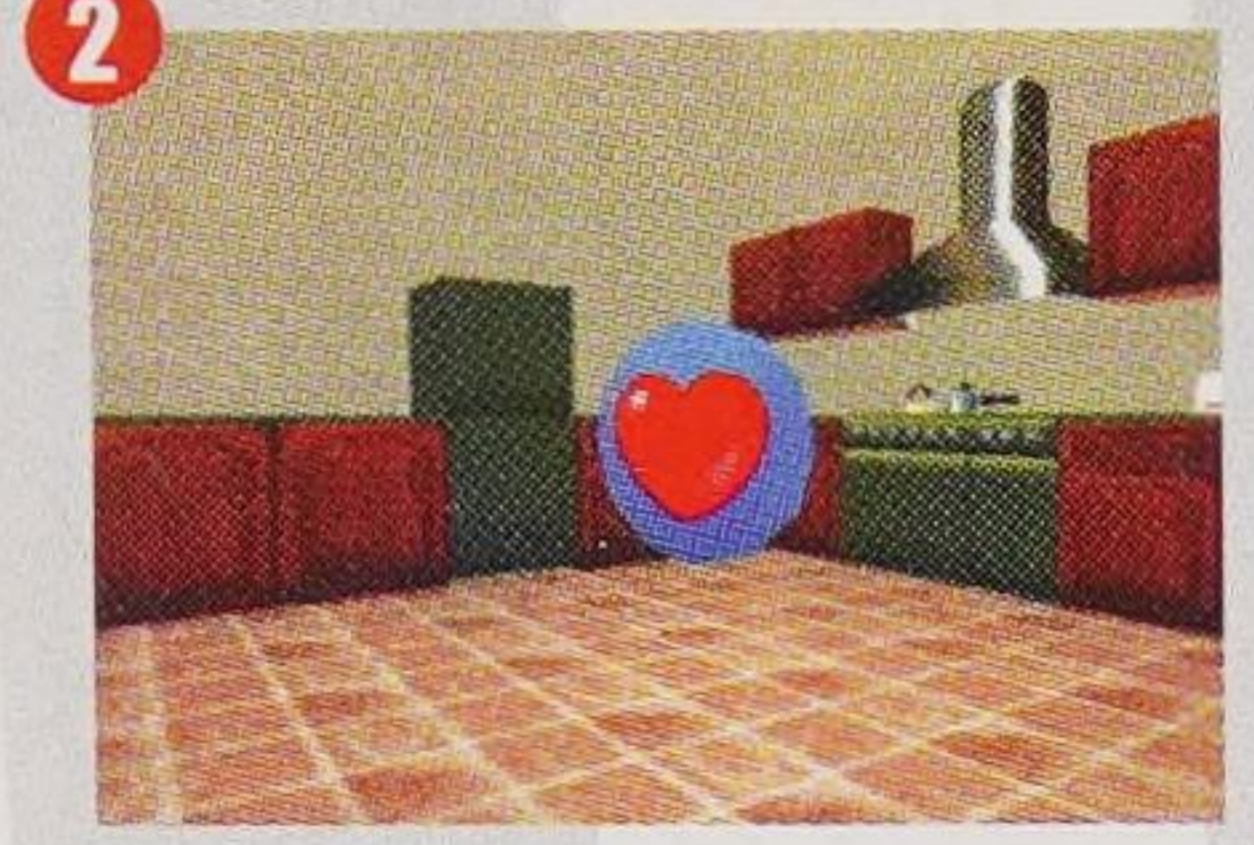
Saint Mark's
Health inside your safe house.

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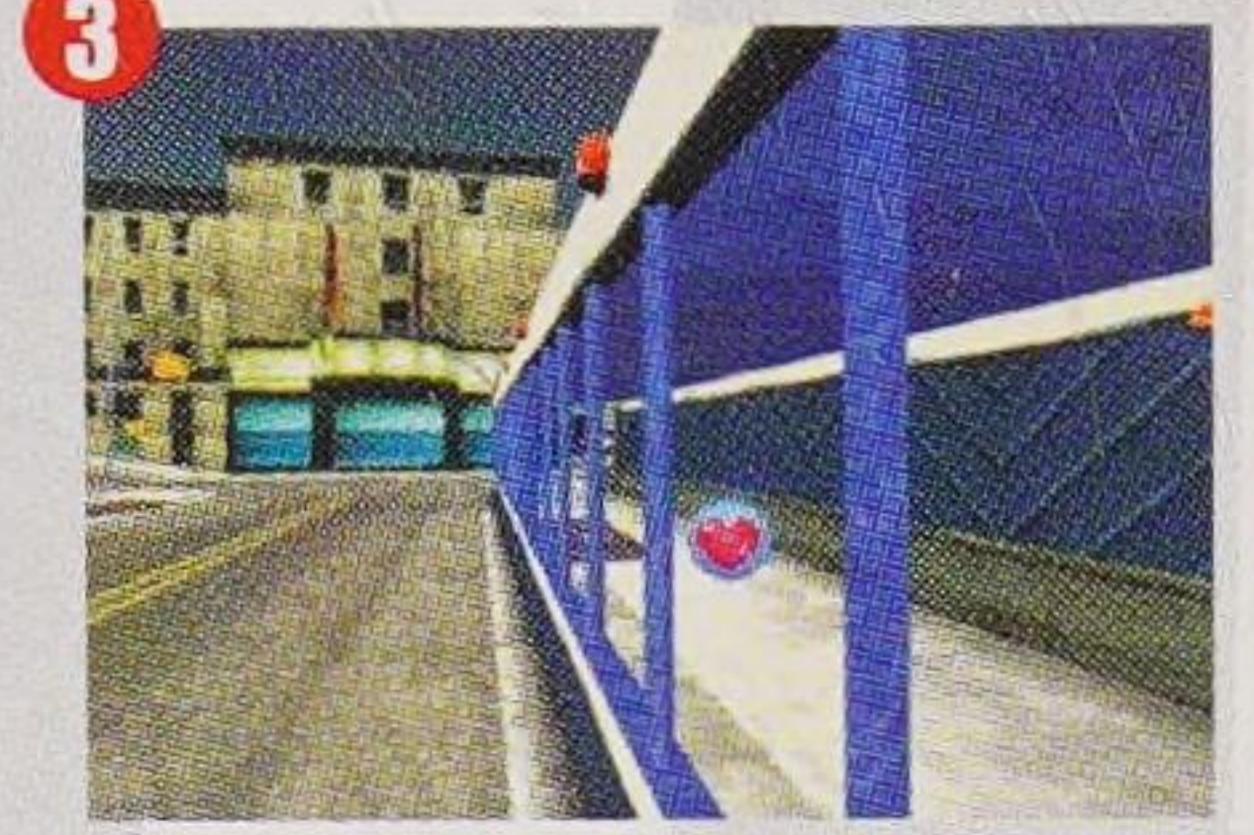
Hepburn Heights
Under blue pedestrian walkway.

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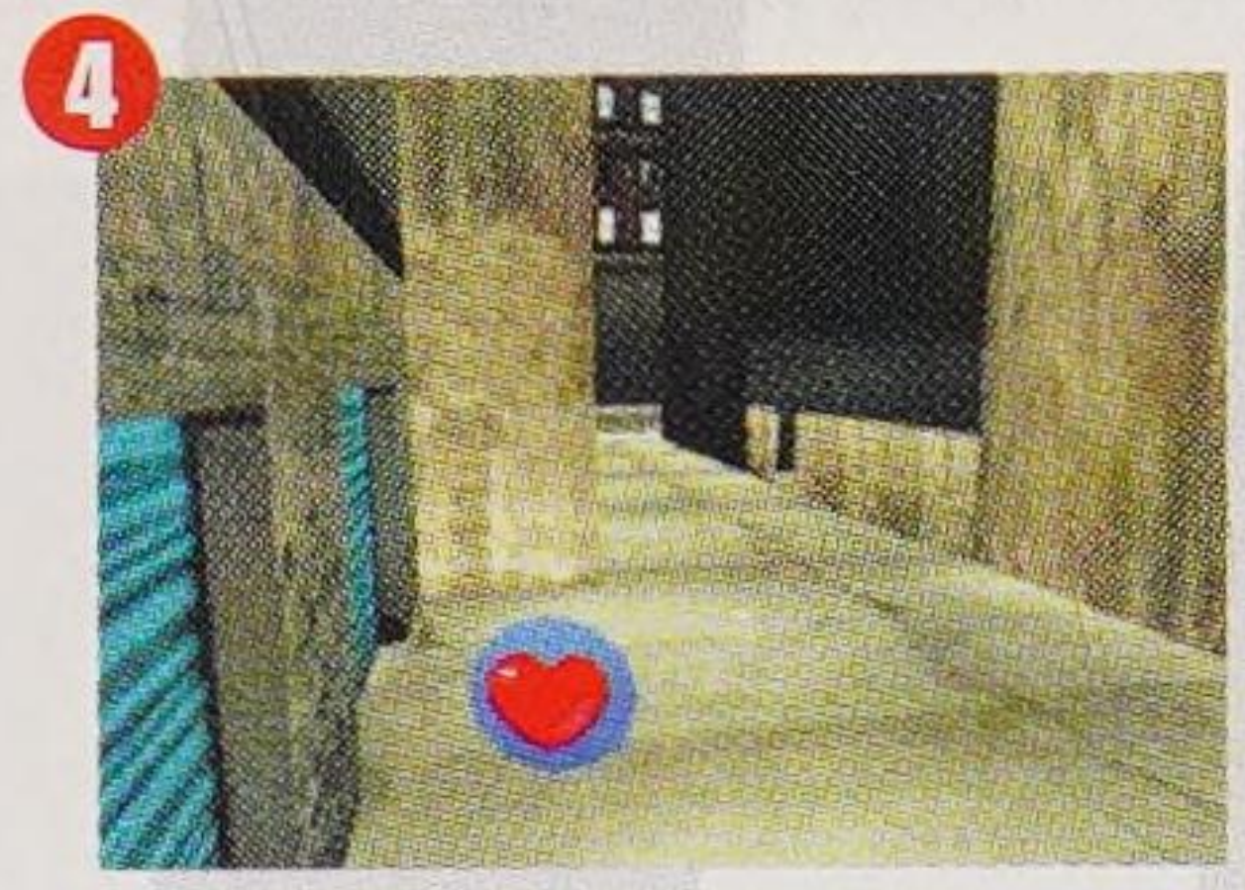
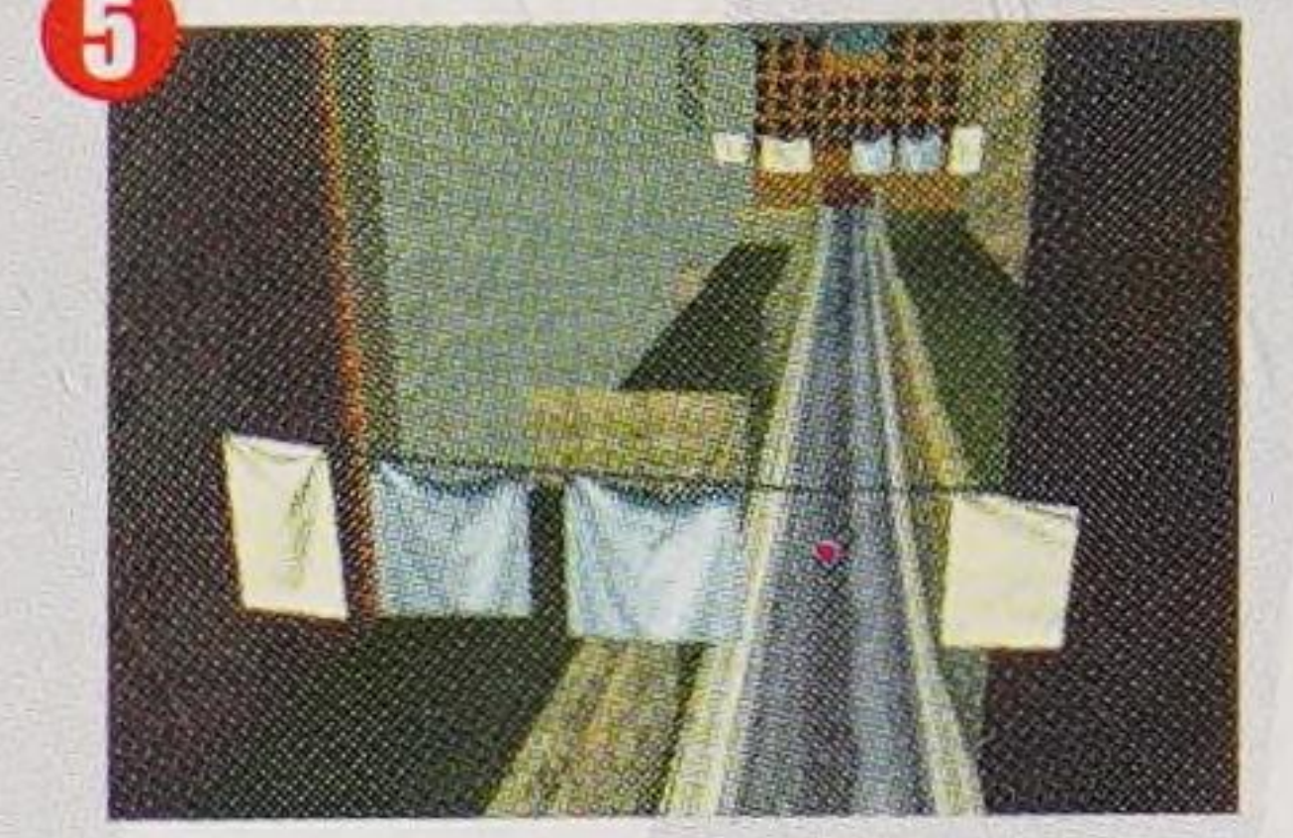

Saint Mark's
In alley behind Ammu-Nation.

5

Saint Mark's
In long alley with many yards.

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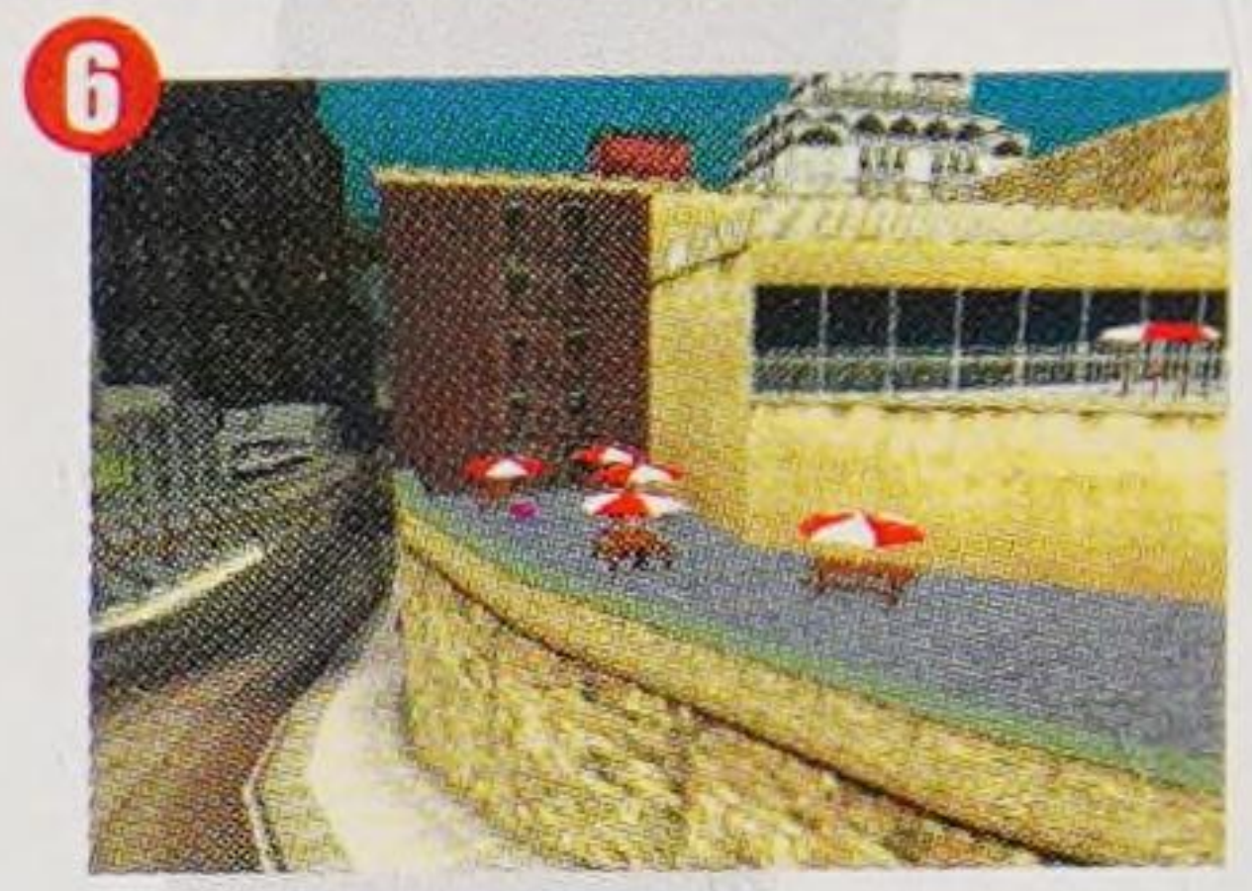
Saint Mark's
On lowest patio of Marco's Bistro.

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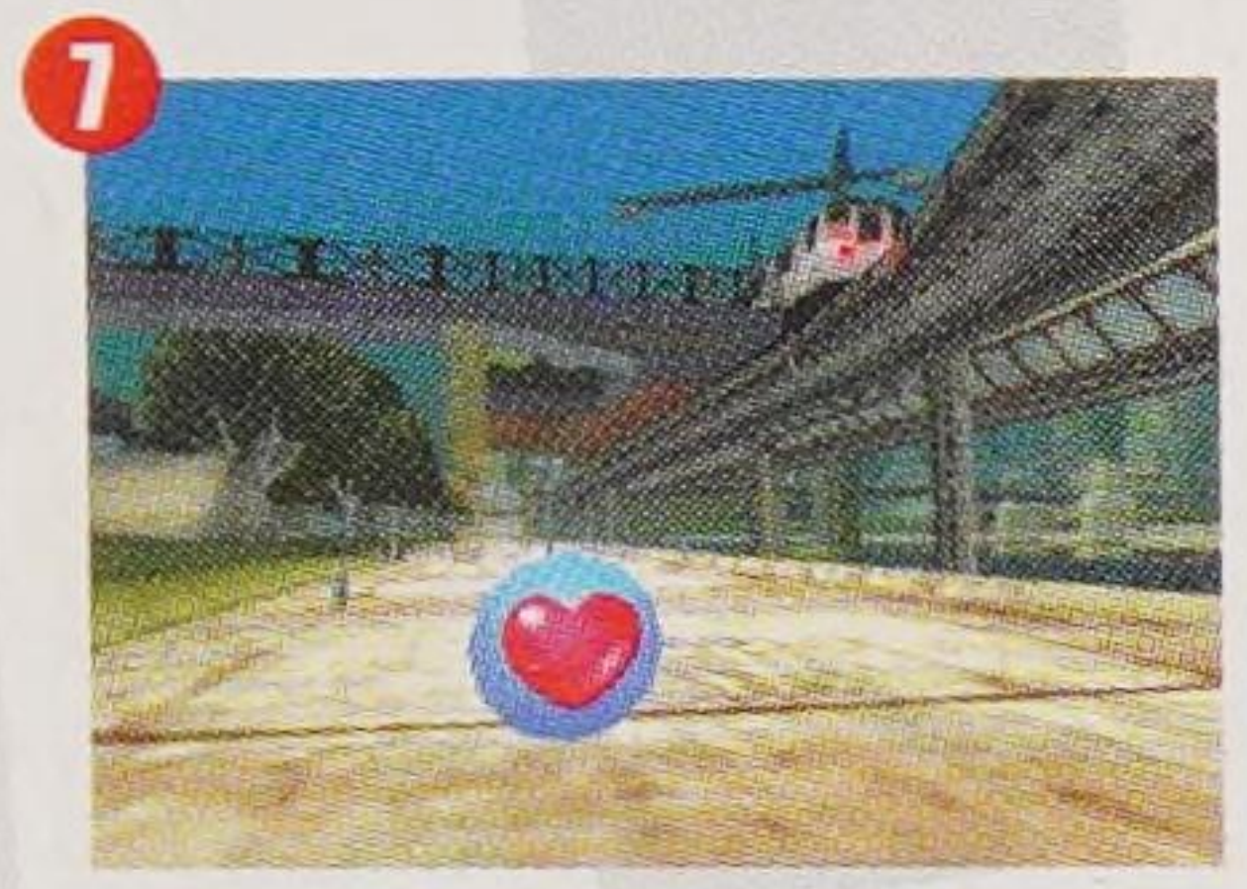
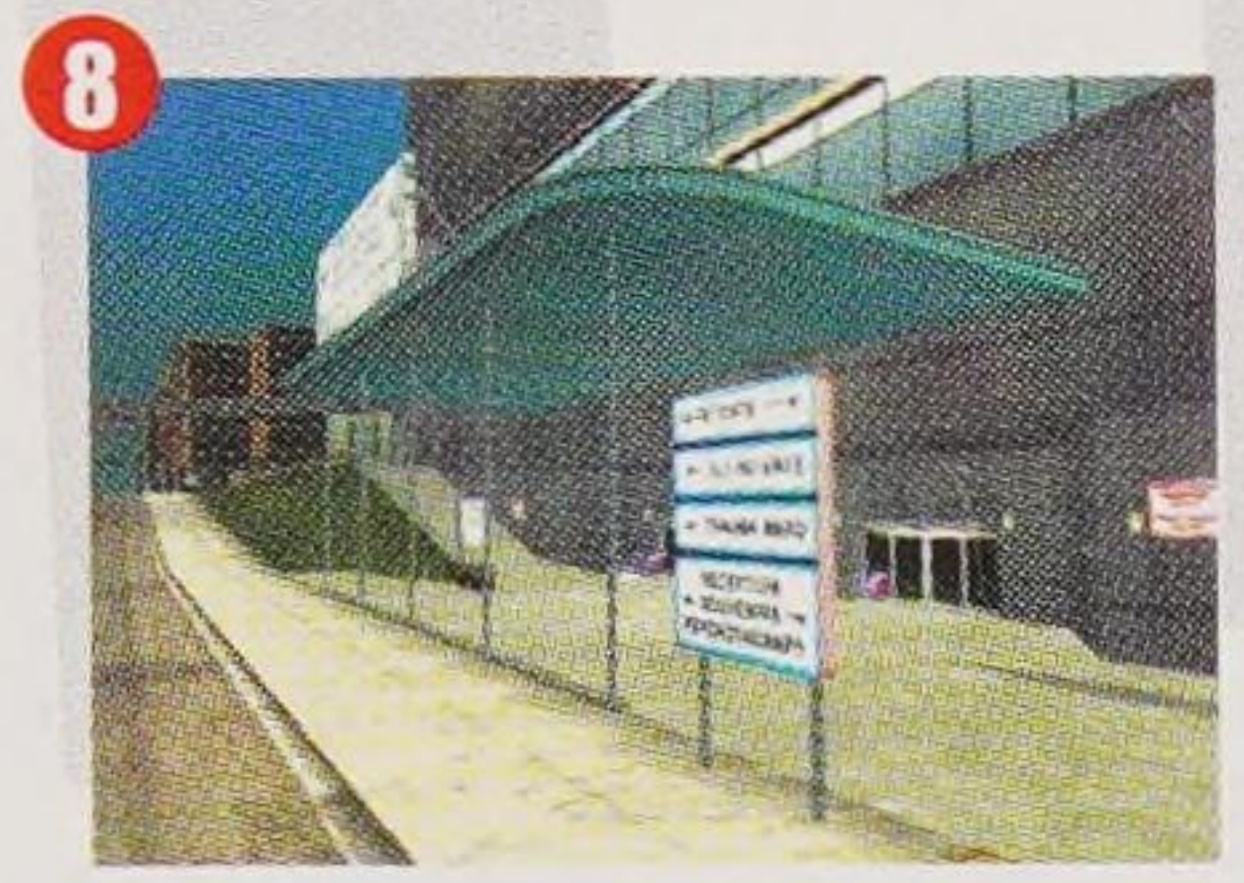
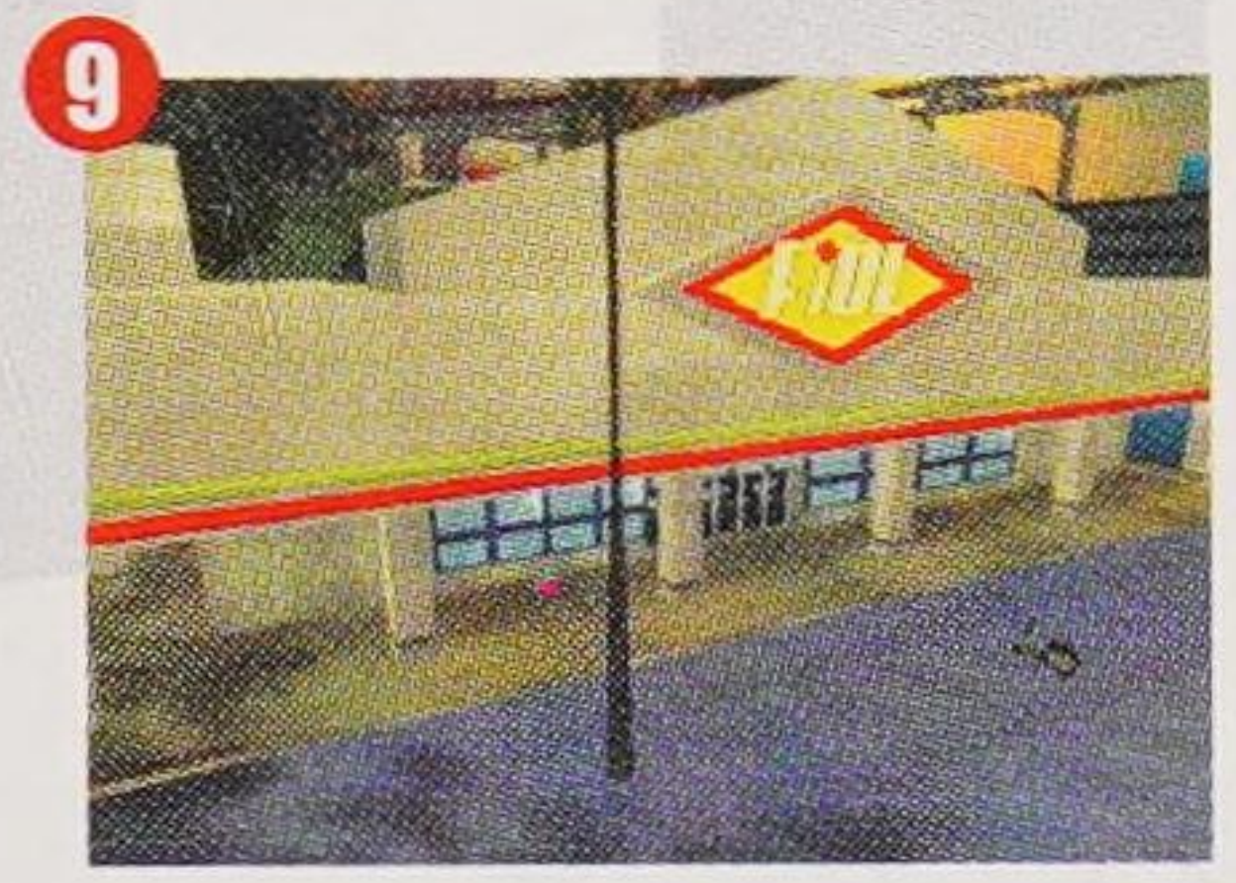

Chinatown
On shoreline walkway near El Train station.

8

Portland View
Two power-ups at Hospital entrance.

9

Portland View
Near the front door of the Supa-Save.

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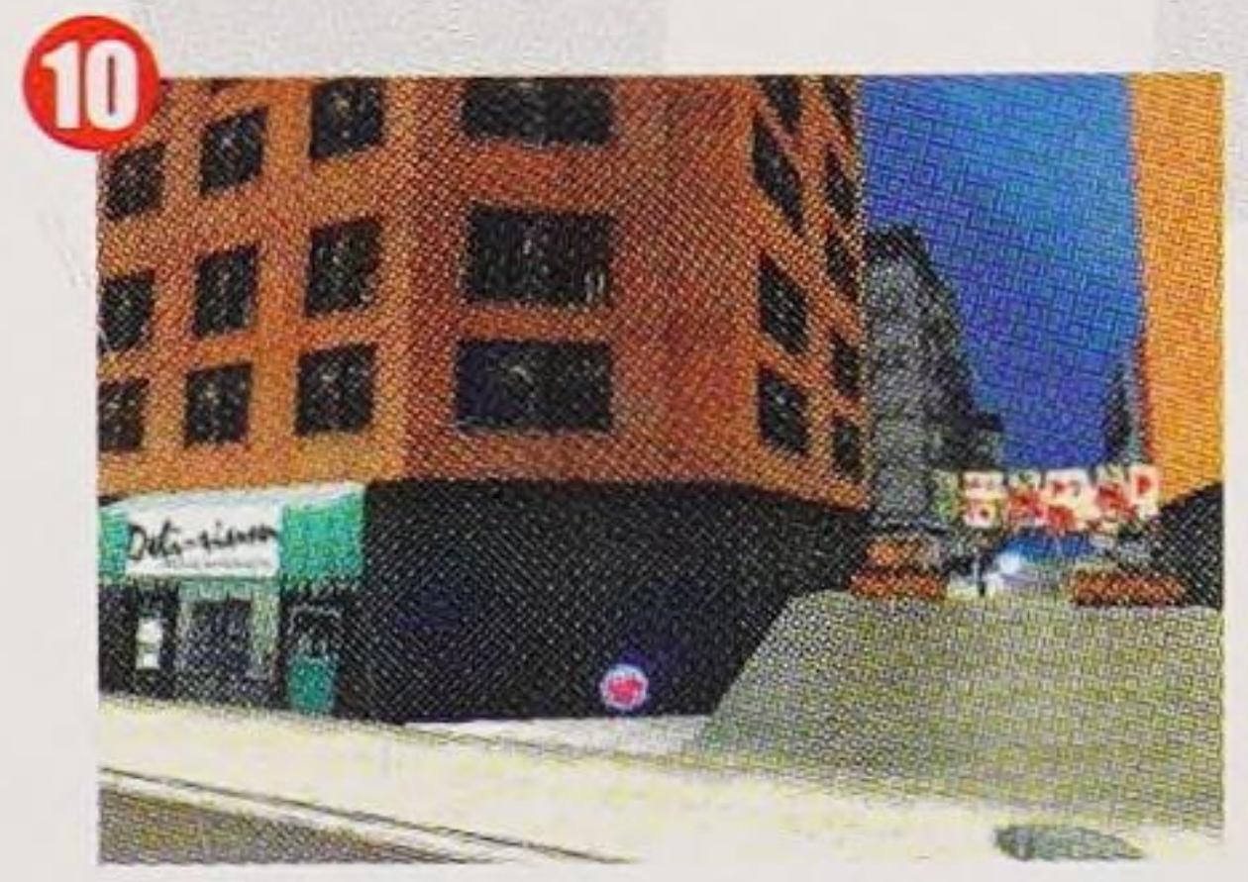
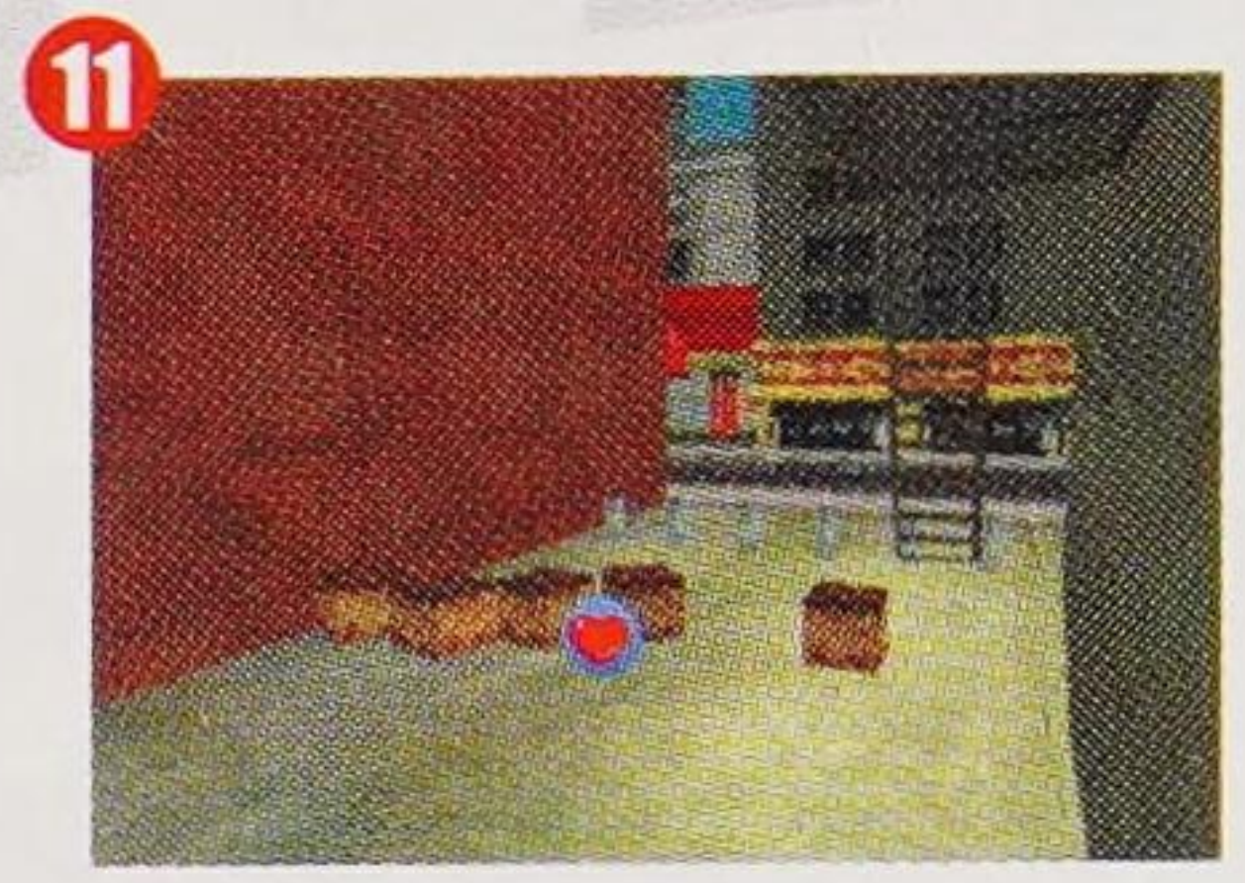
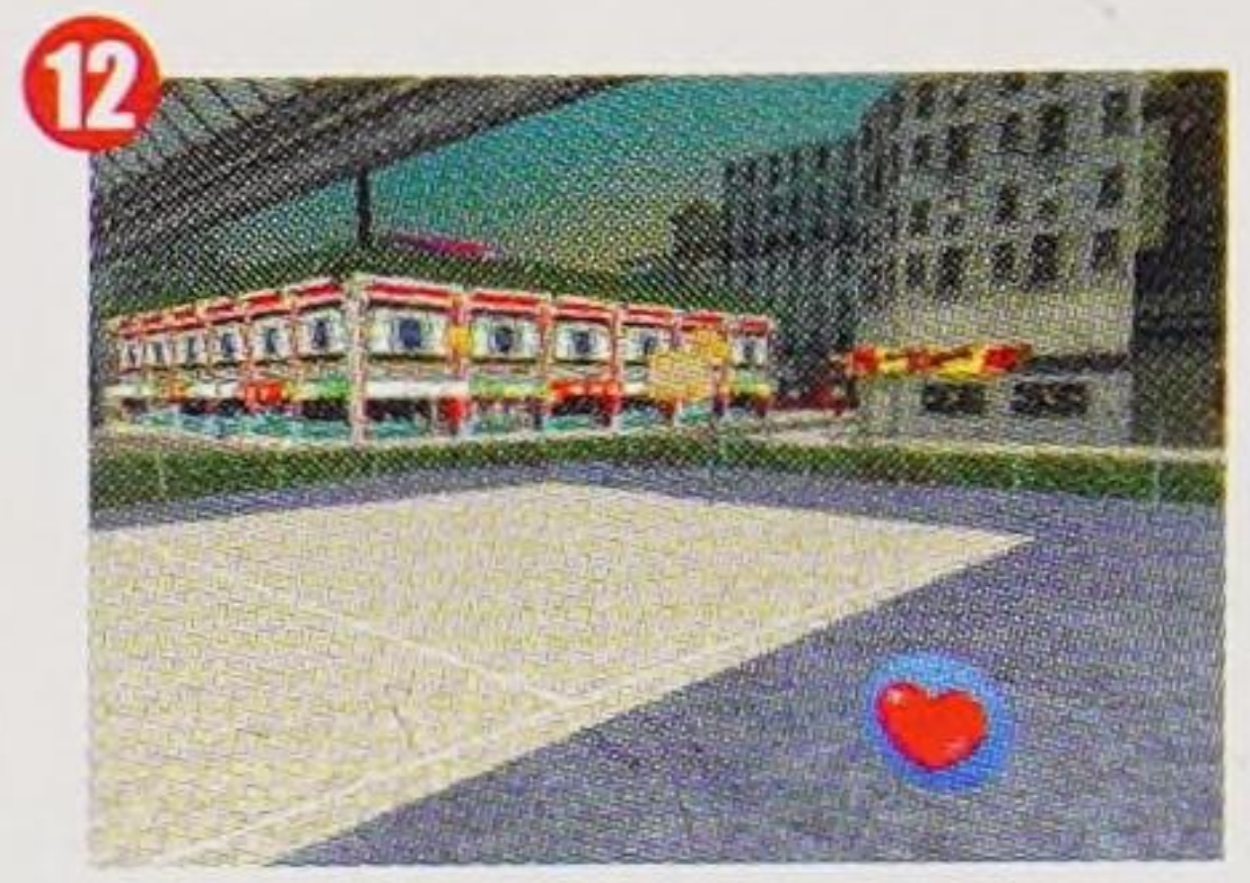
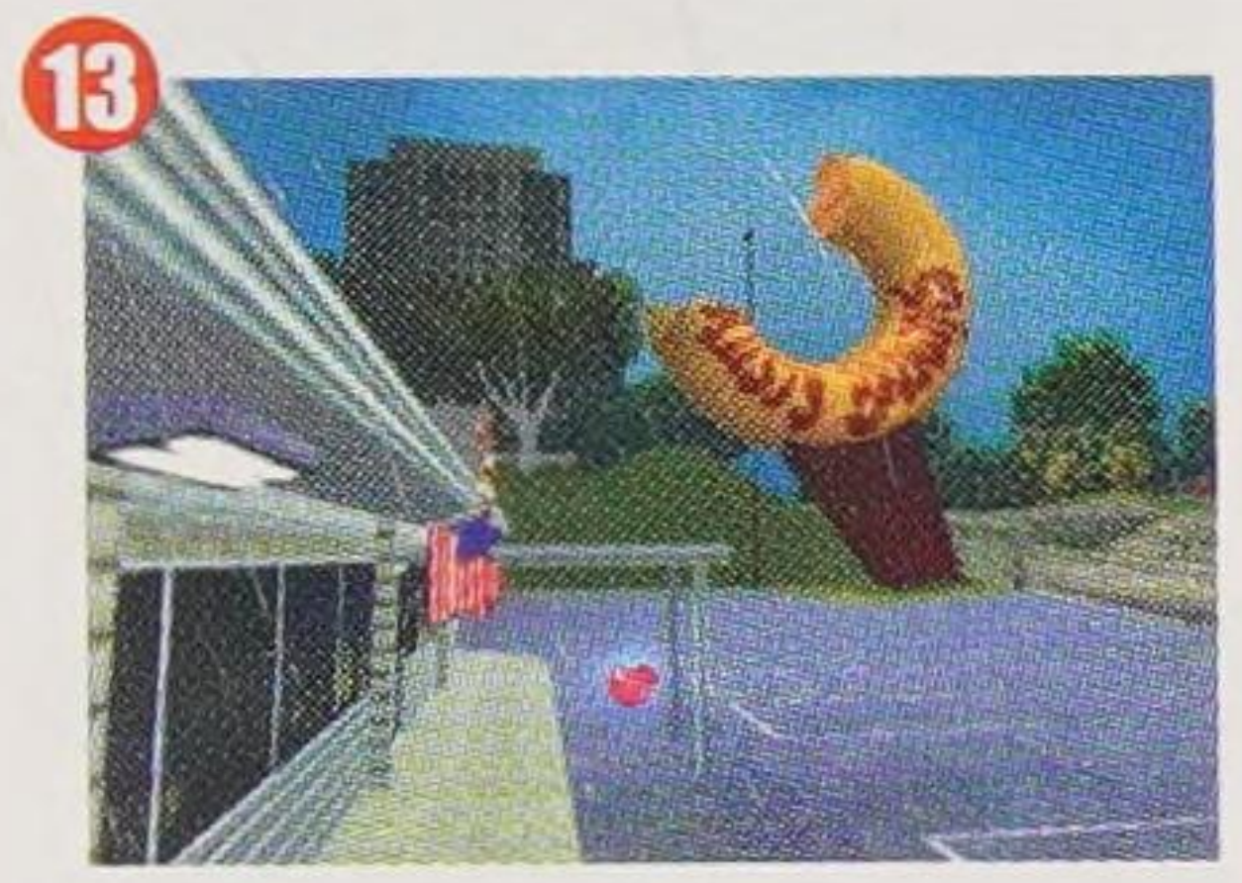
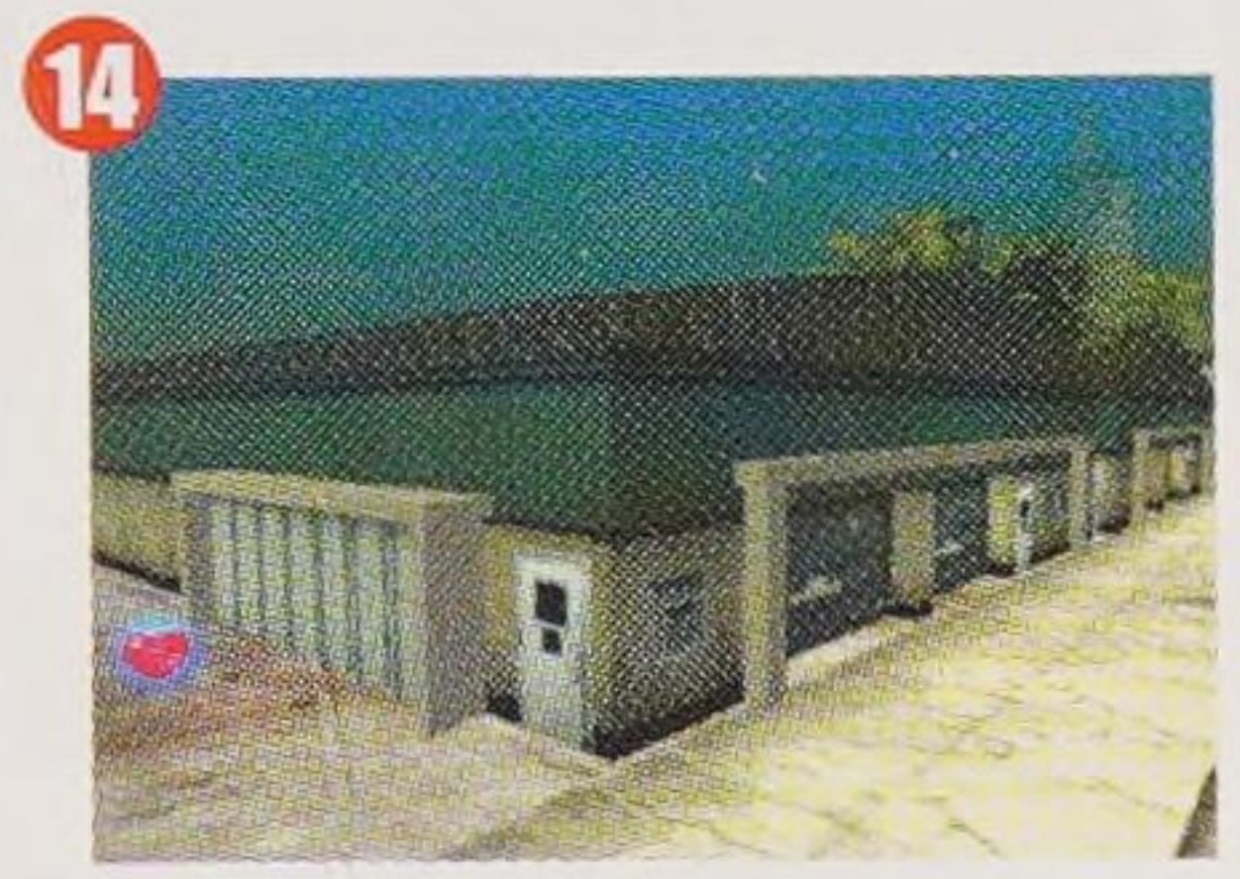

Chinatown
On sidewalk near the short alley with the Police Bribe.

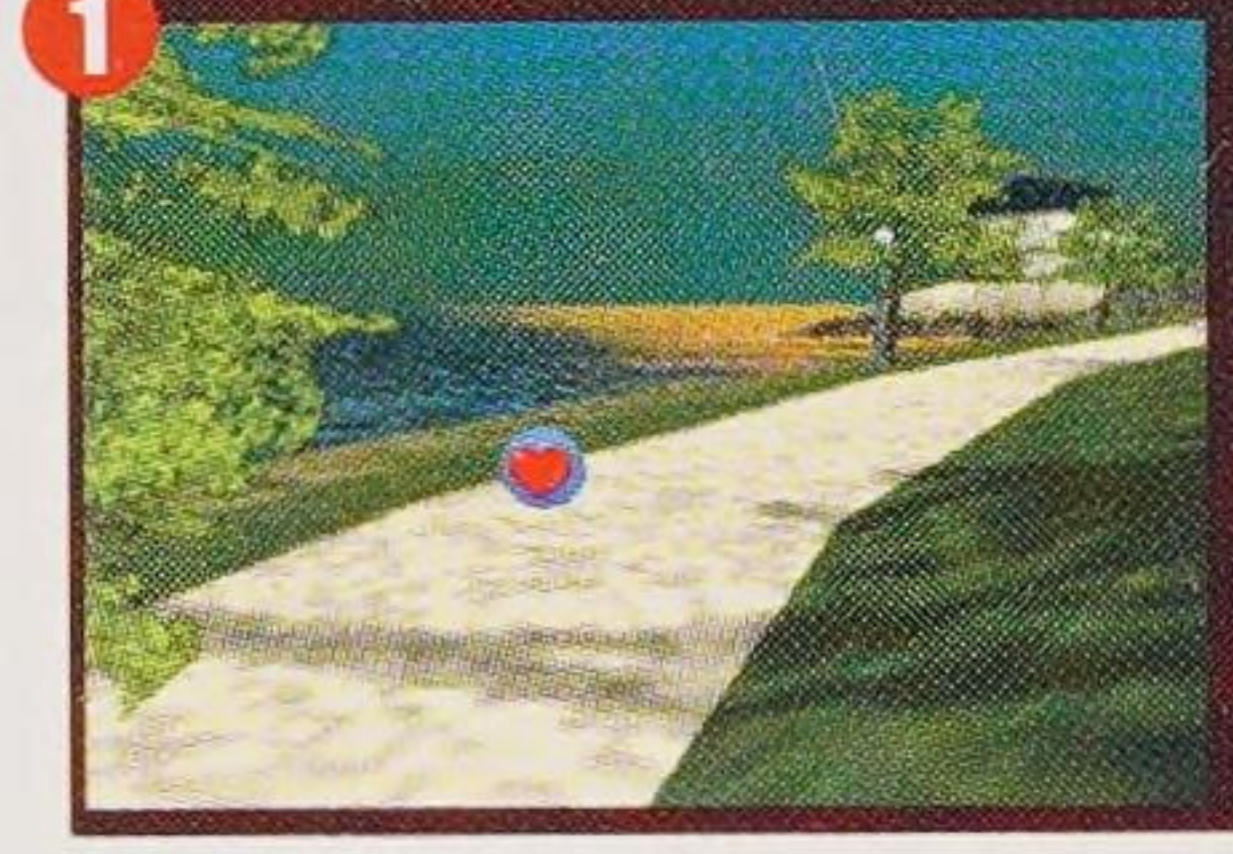
11

Chinatown
In alley.

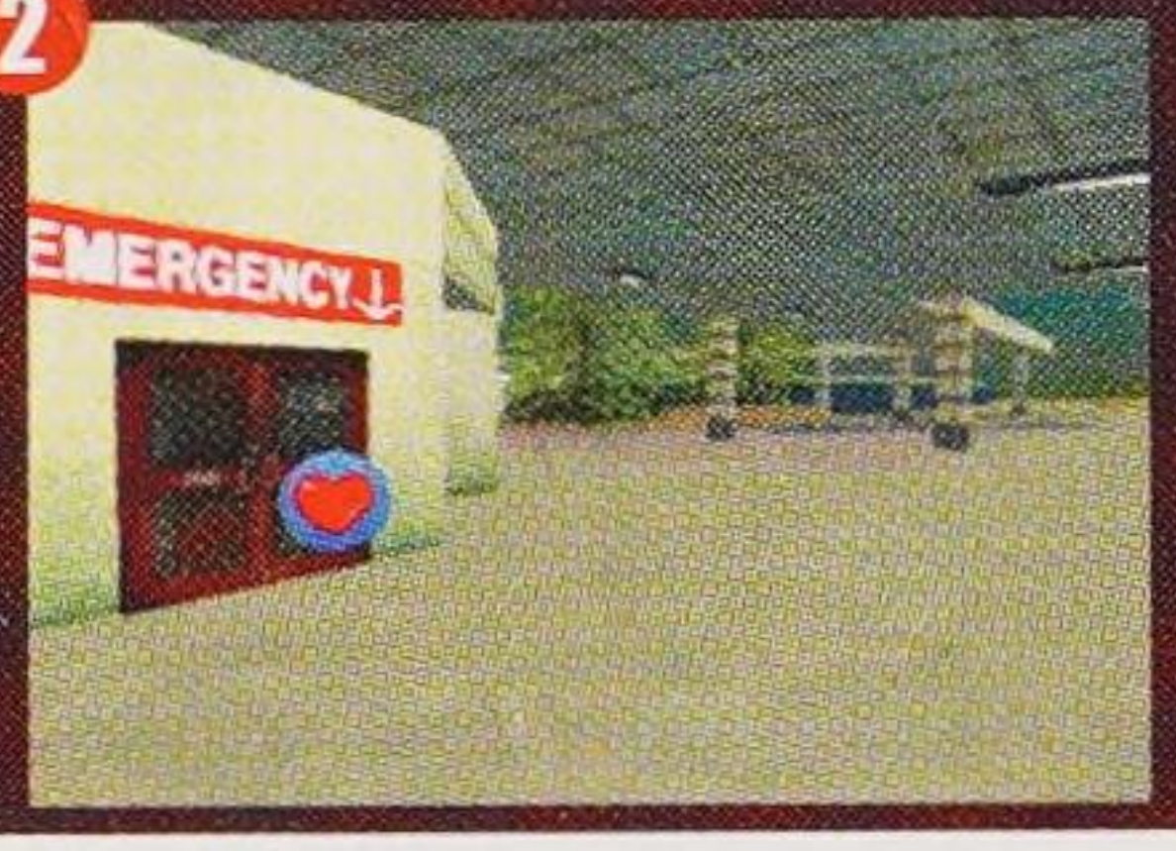
12

Chinatown
On basketball court.

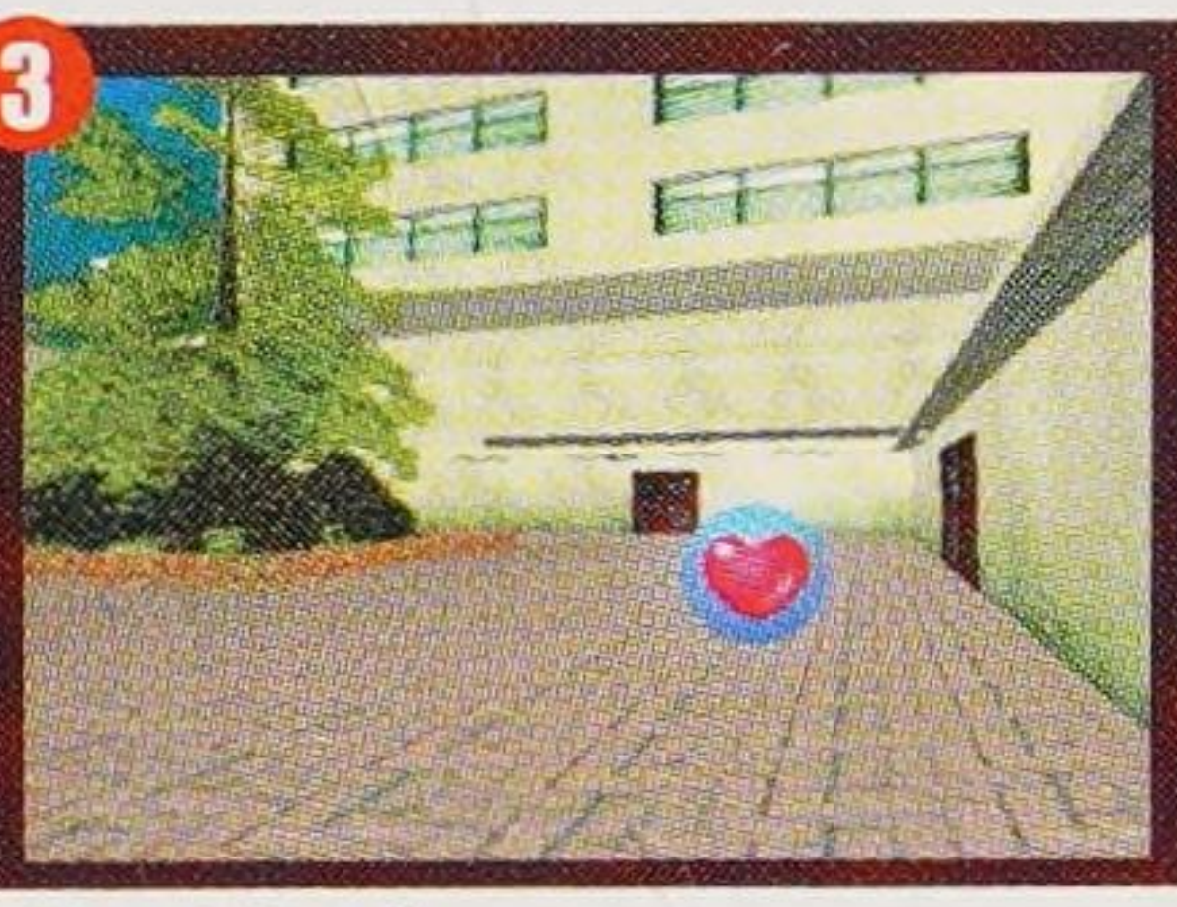
13

Callahan Point
In front of Rusty Browns Donuts.

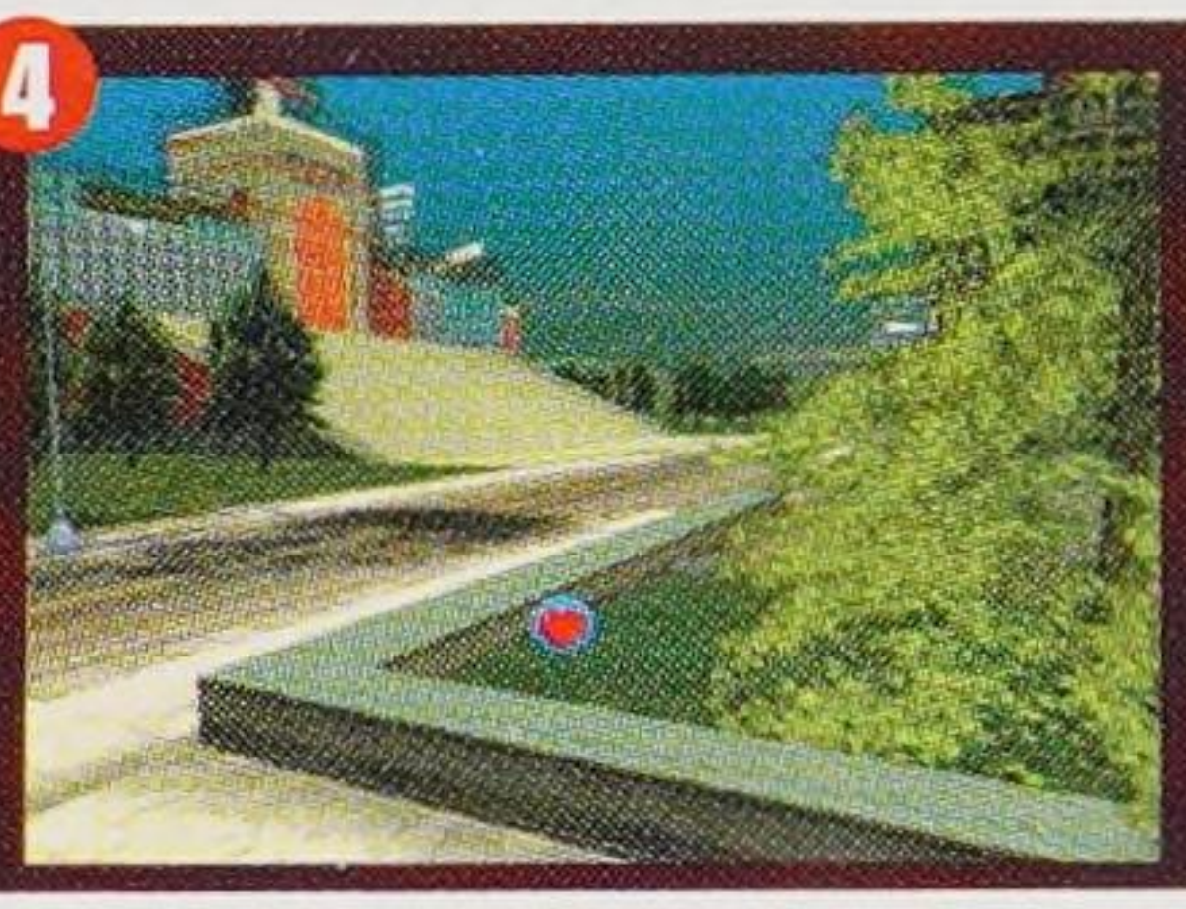
14

Trenton
Between warehouses.

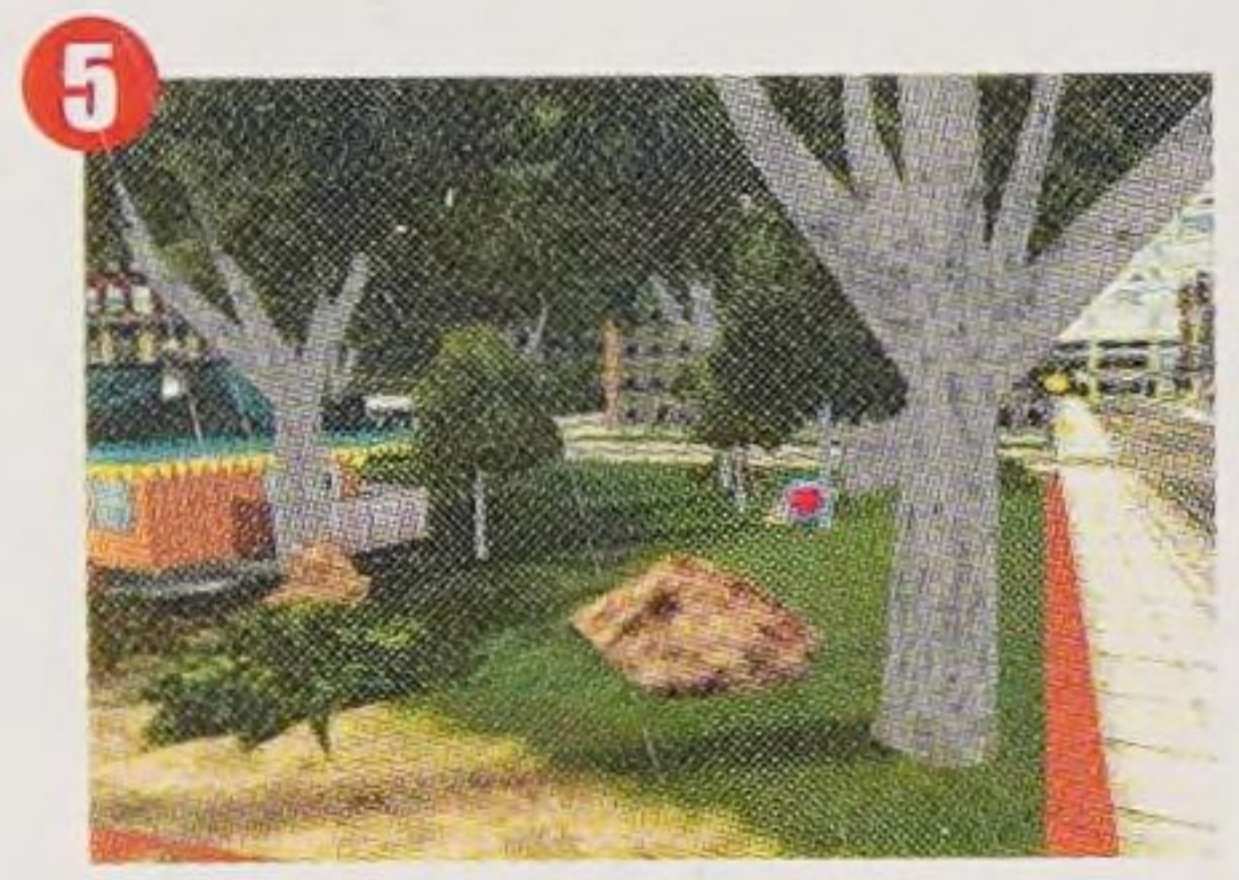
STAUNTON ISLAND HEALTH

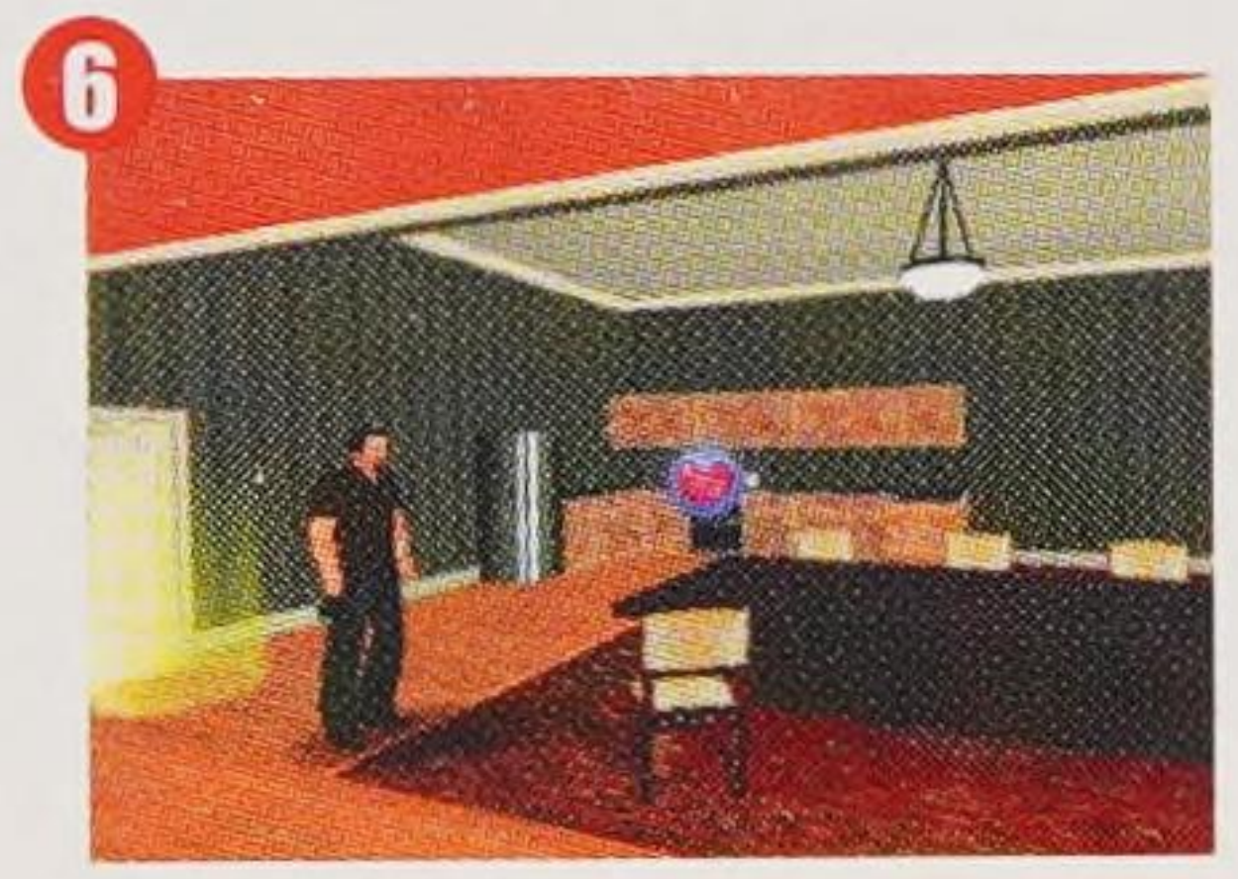
1

Aspatria
On pathway by the water.

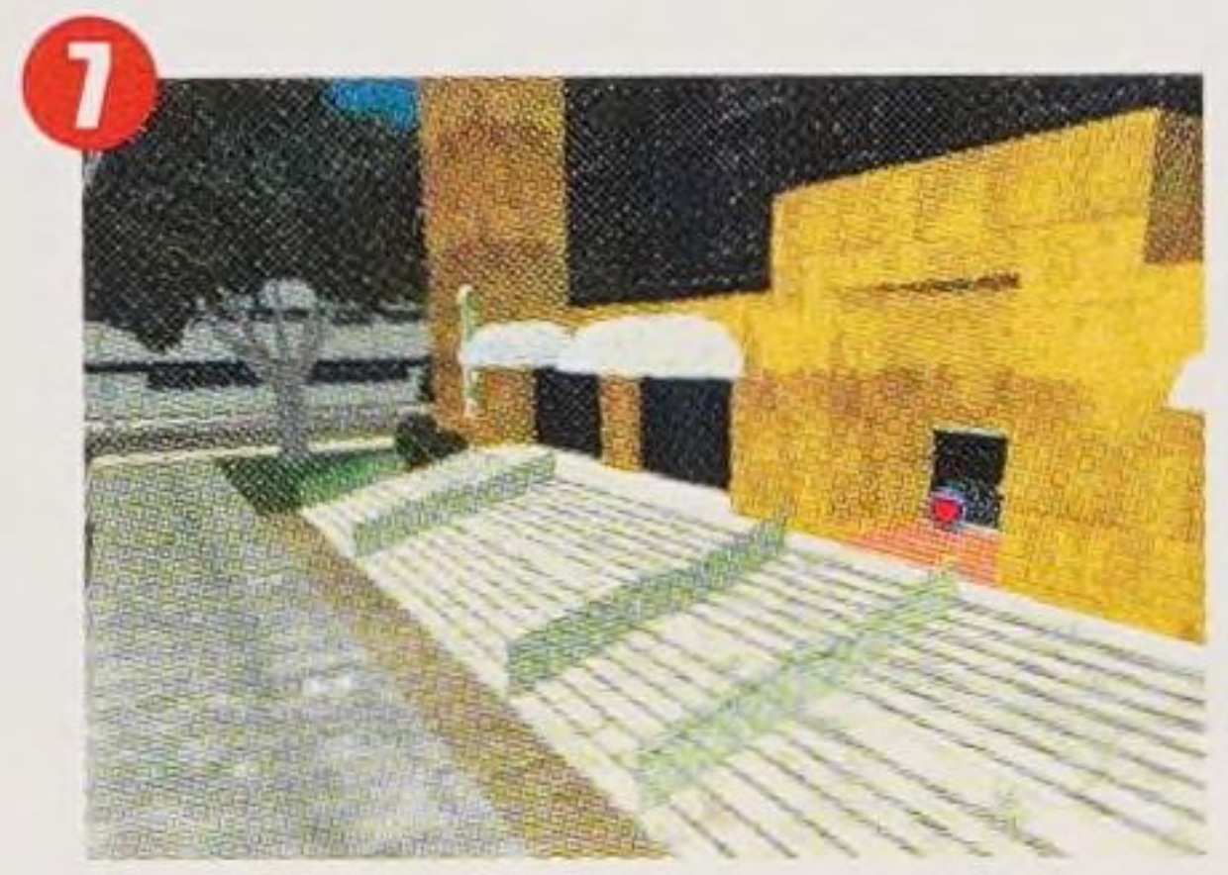
2

Rockford
Hospital main entrance.

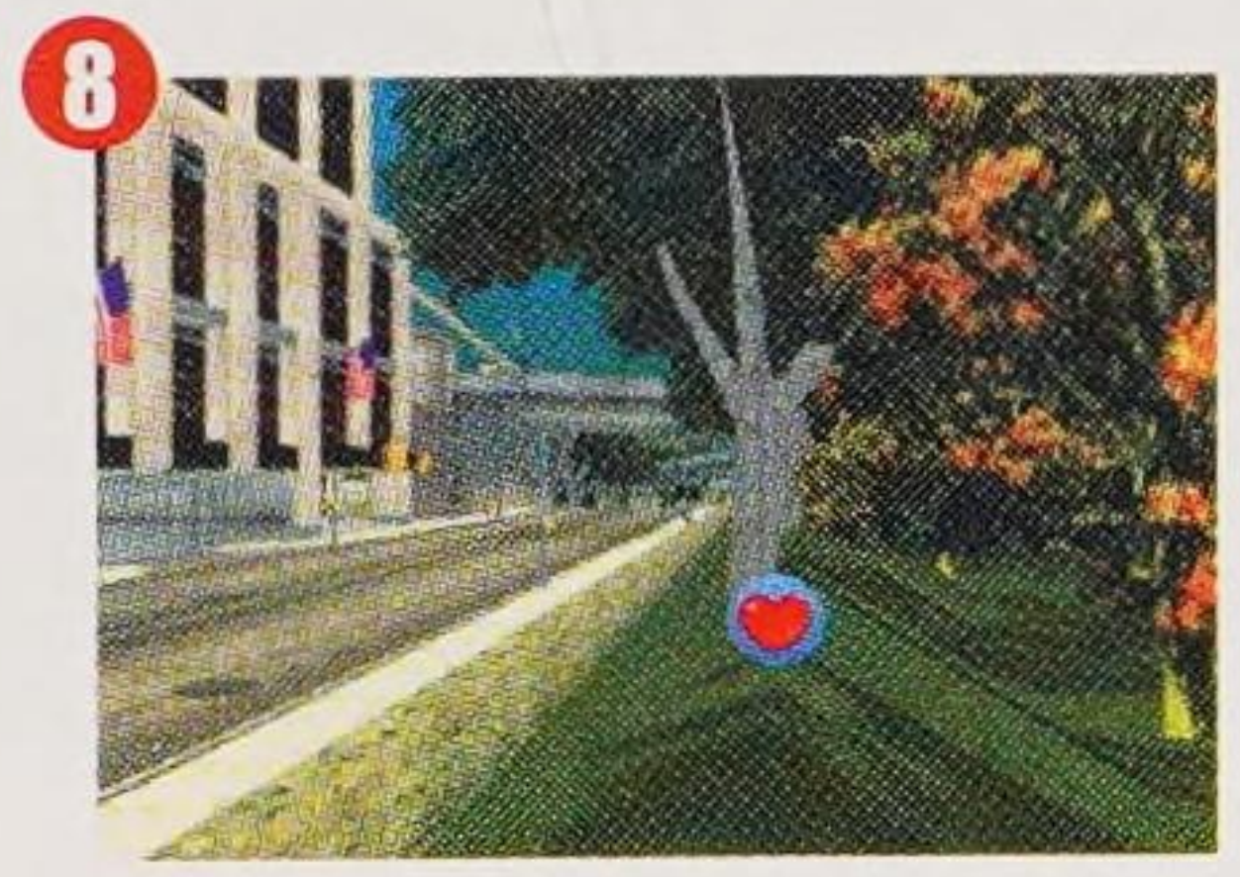
3

Rockford
Hospital small entrance.

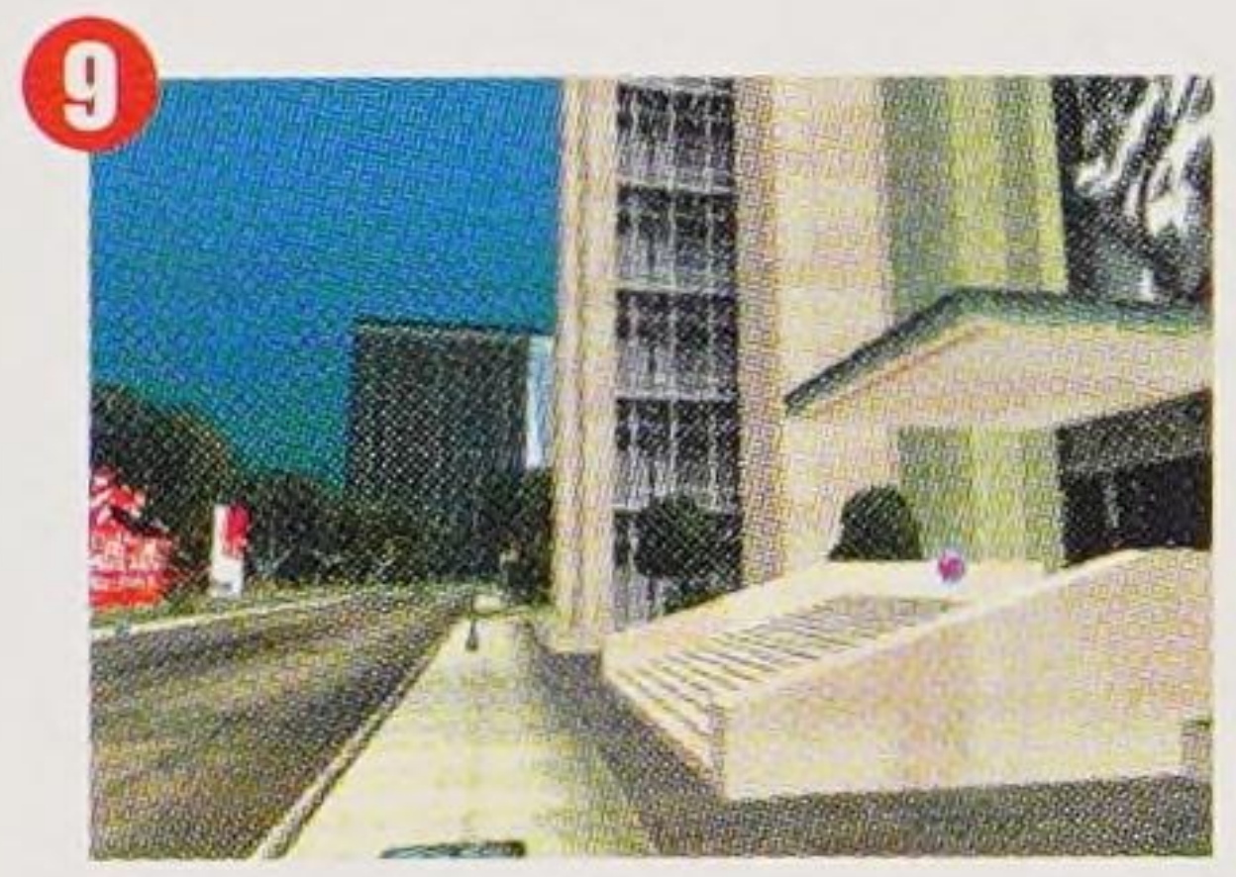
4

Aspatria
On corner of the parking lot south of coliseum.

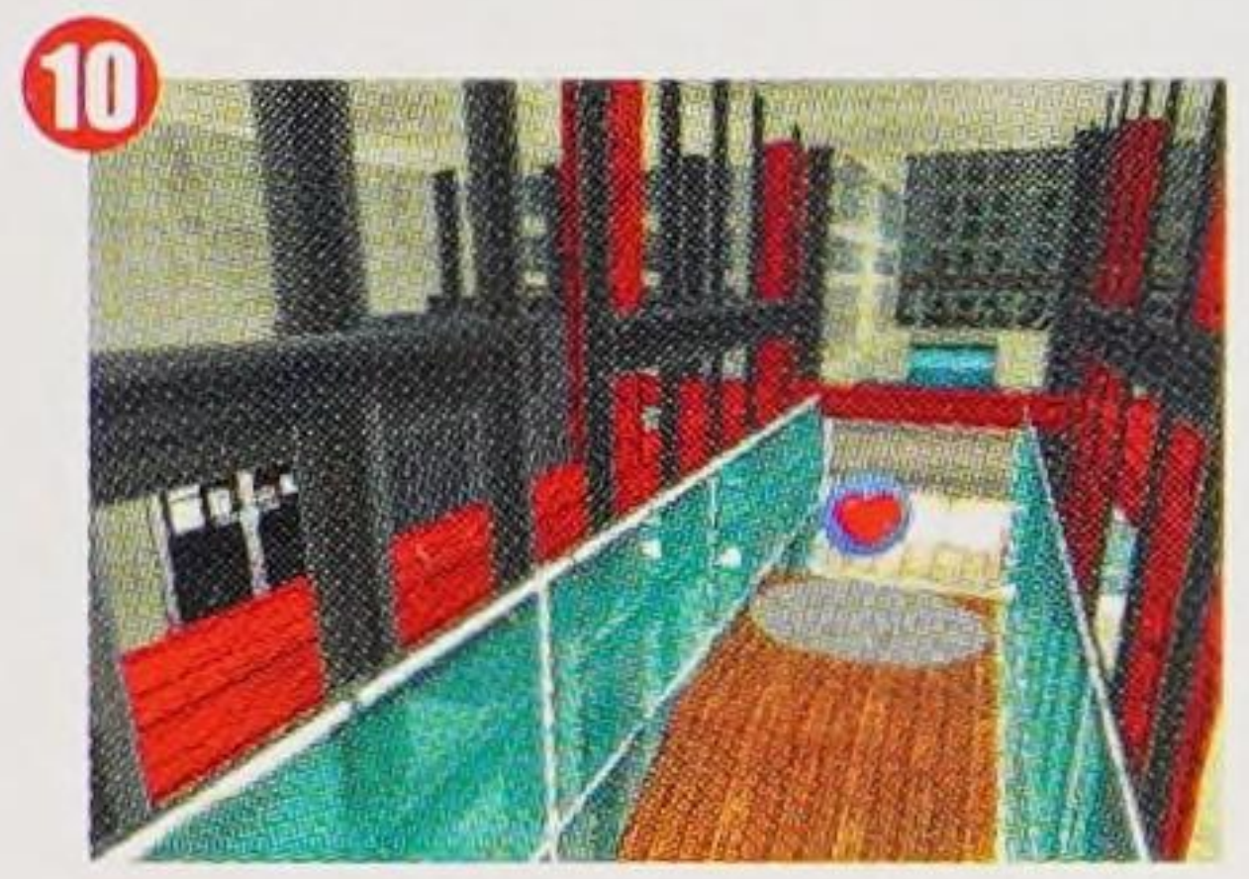
5

Fort Staunton
On grassy corner near Café Staunton.

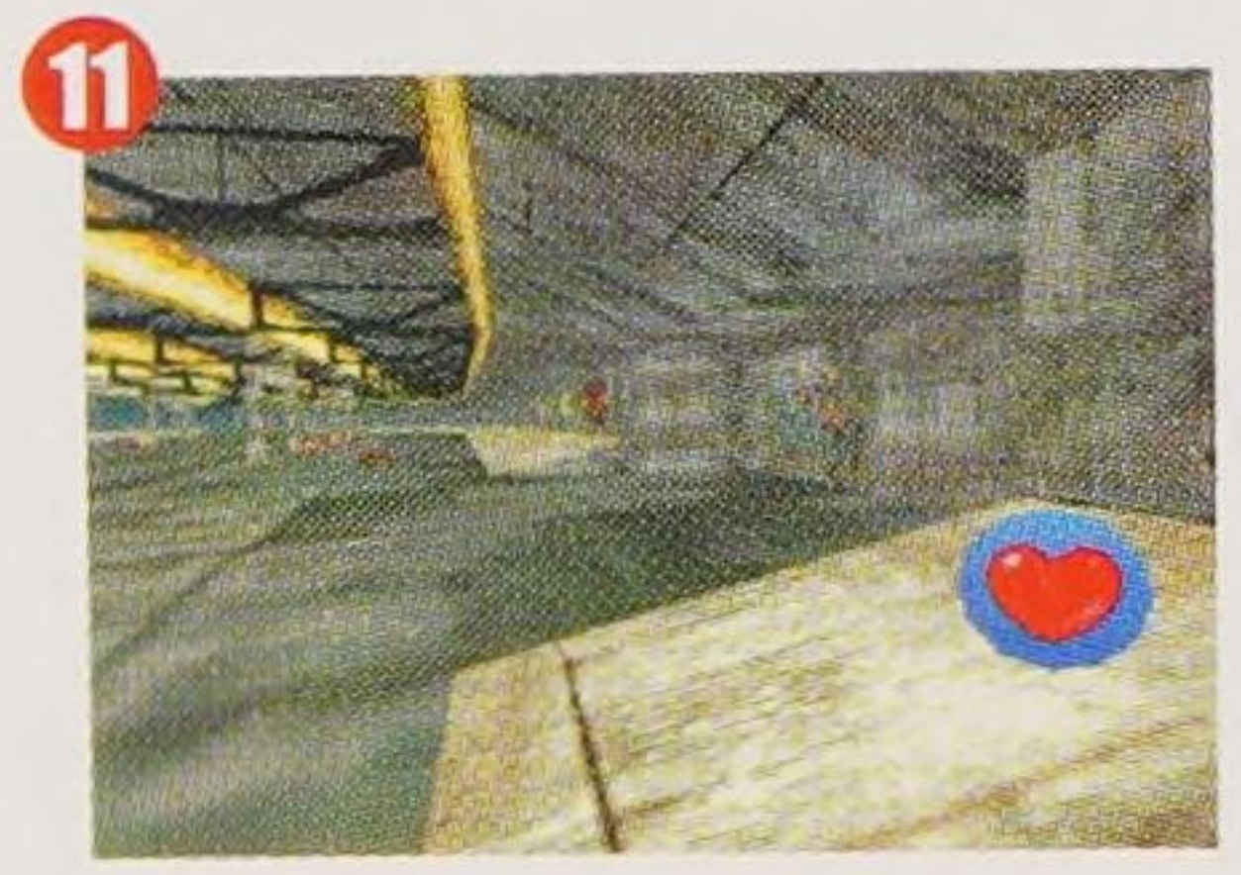
6

Newport
Inside safe house.

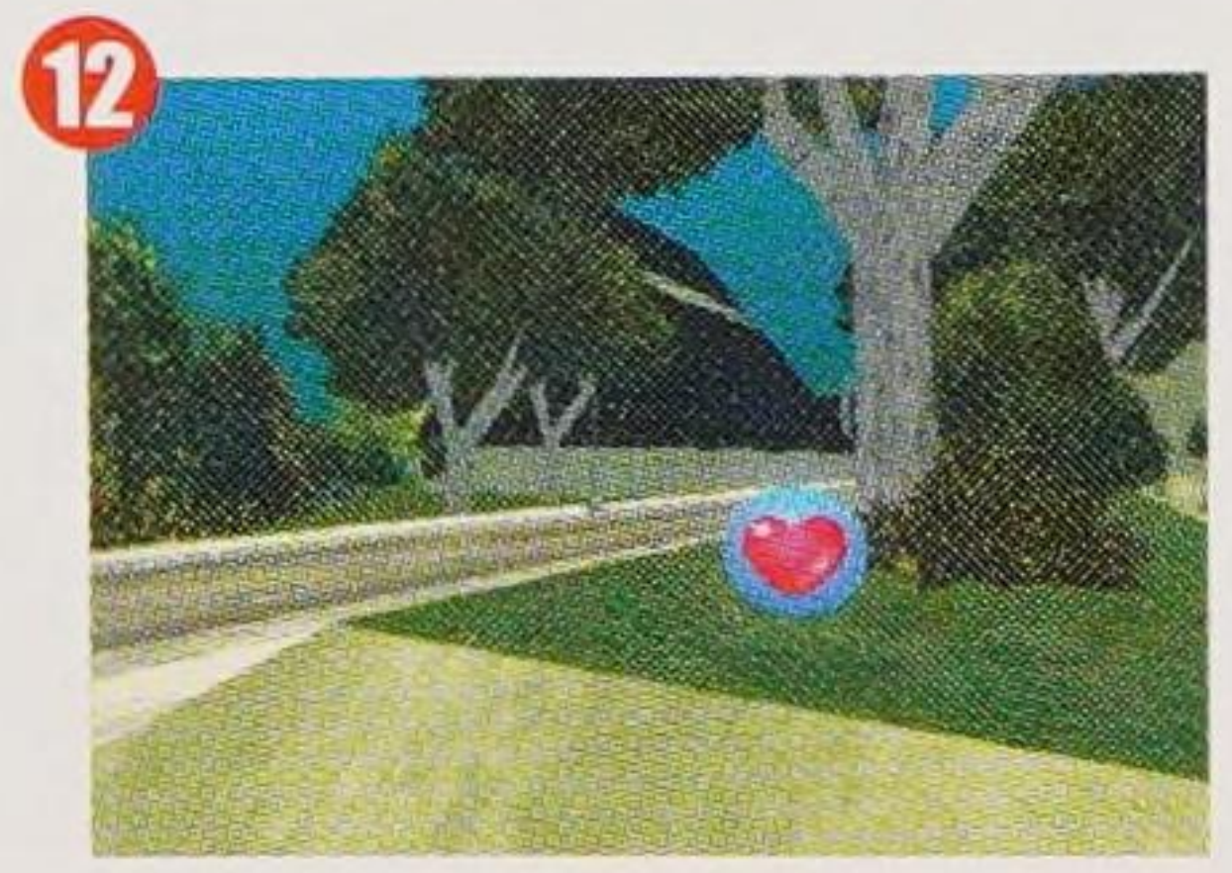
7

Newport
On the doorstep of a sidewalk shop.

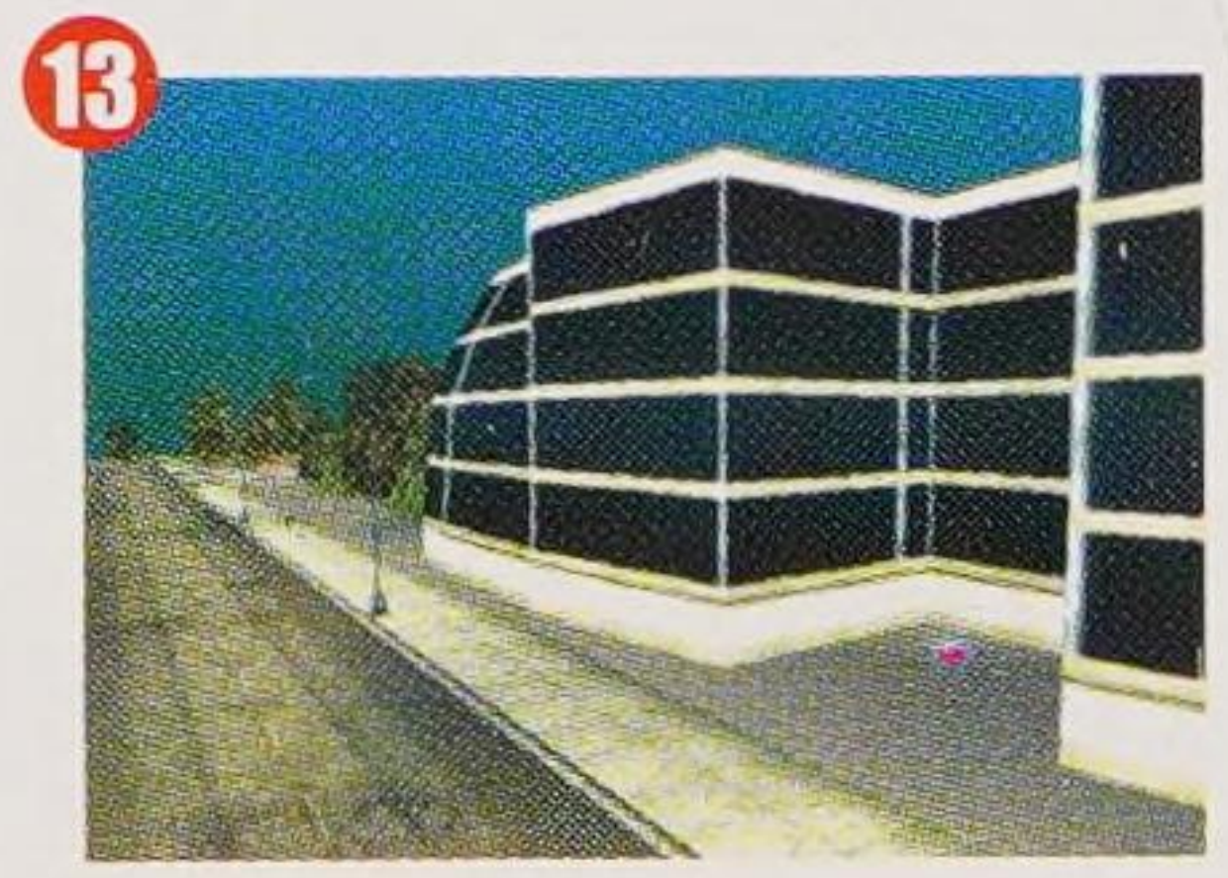
8

Belleville Park
On grass mound near outer wall.

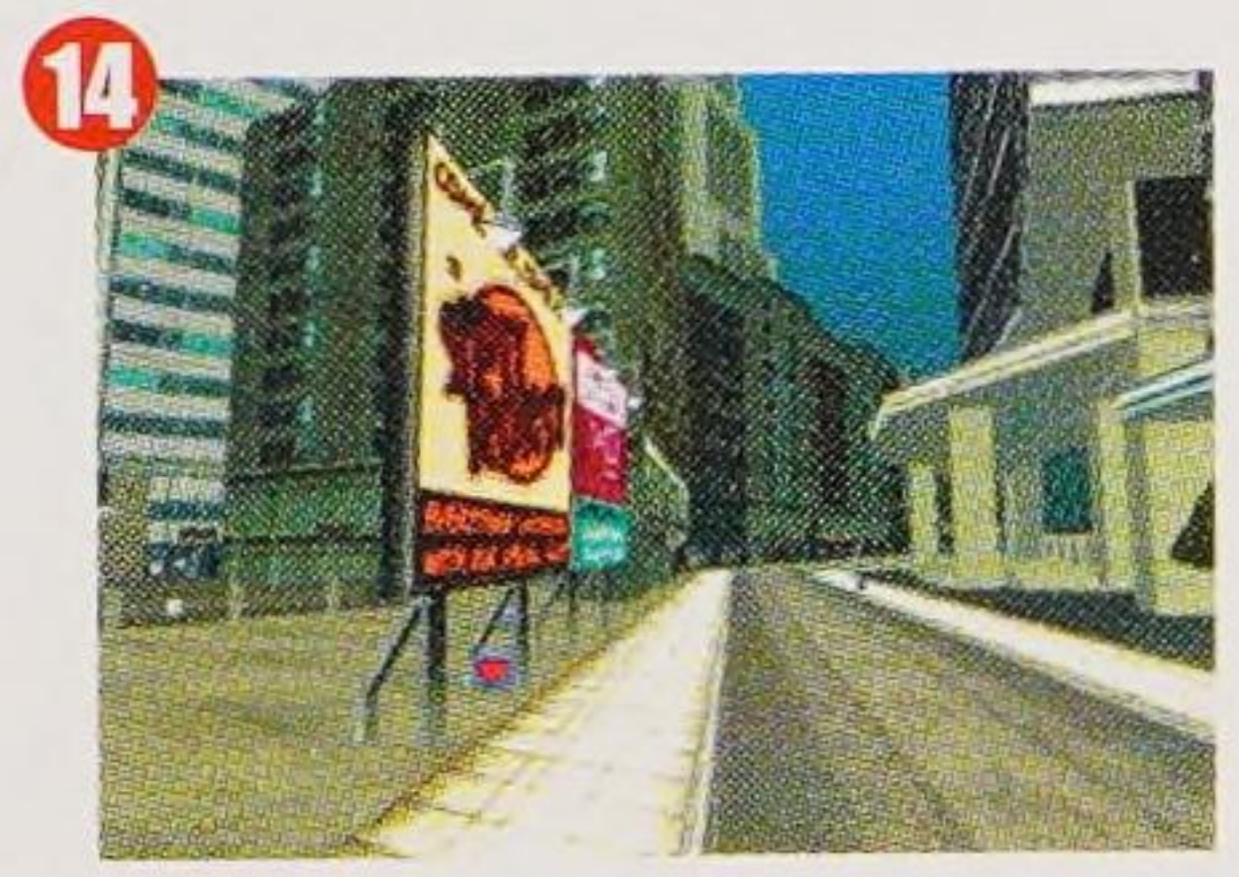
9

Belleville Park
On top of steps of white building east of the park.

10

Belleville Park
Inside glass building with wooden ramp.

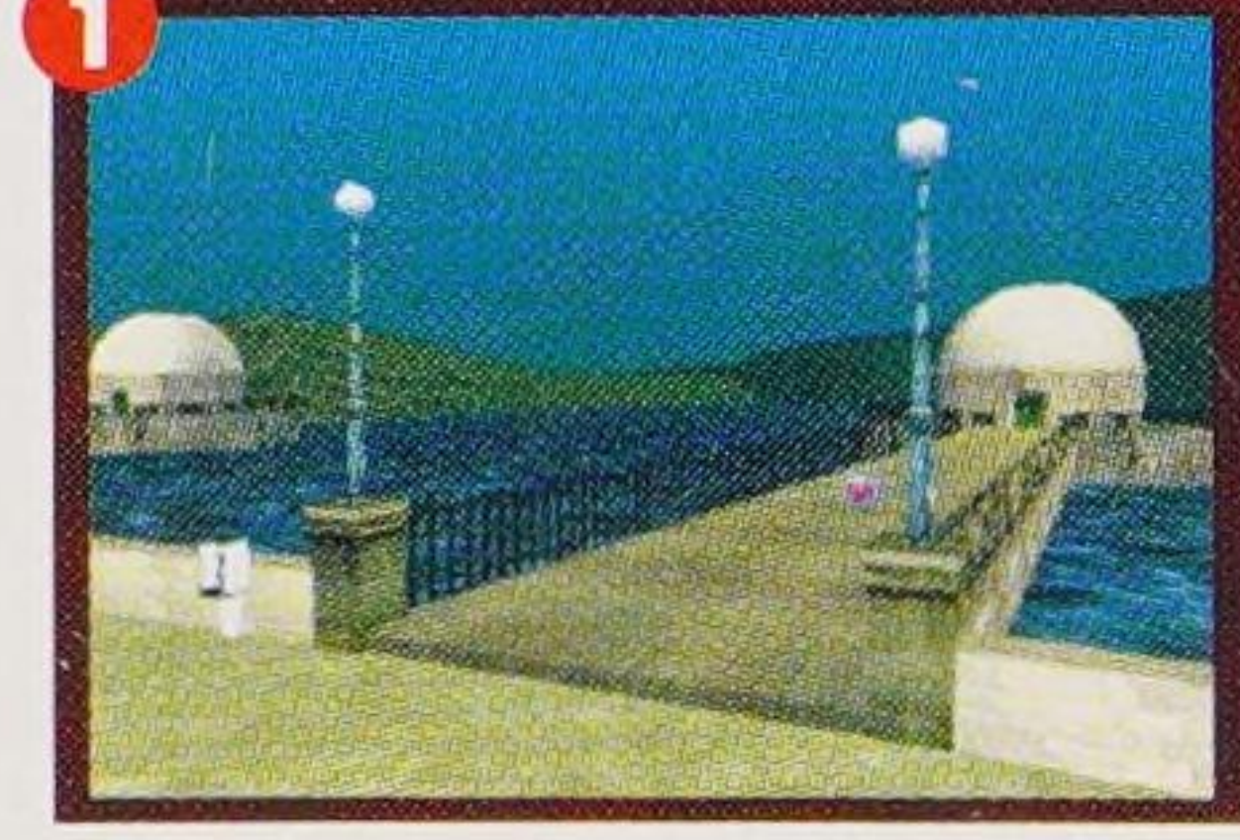
11

Bedford Point
In a corner nook under the overpass roadway.

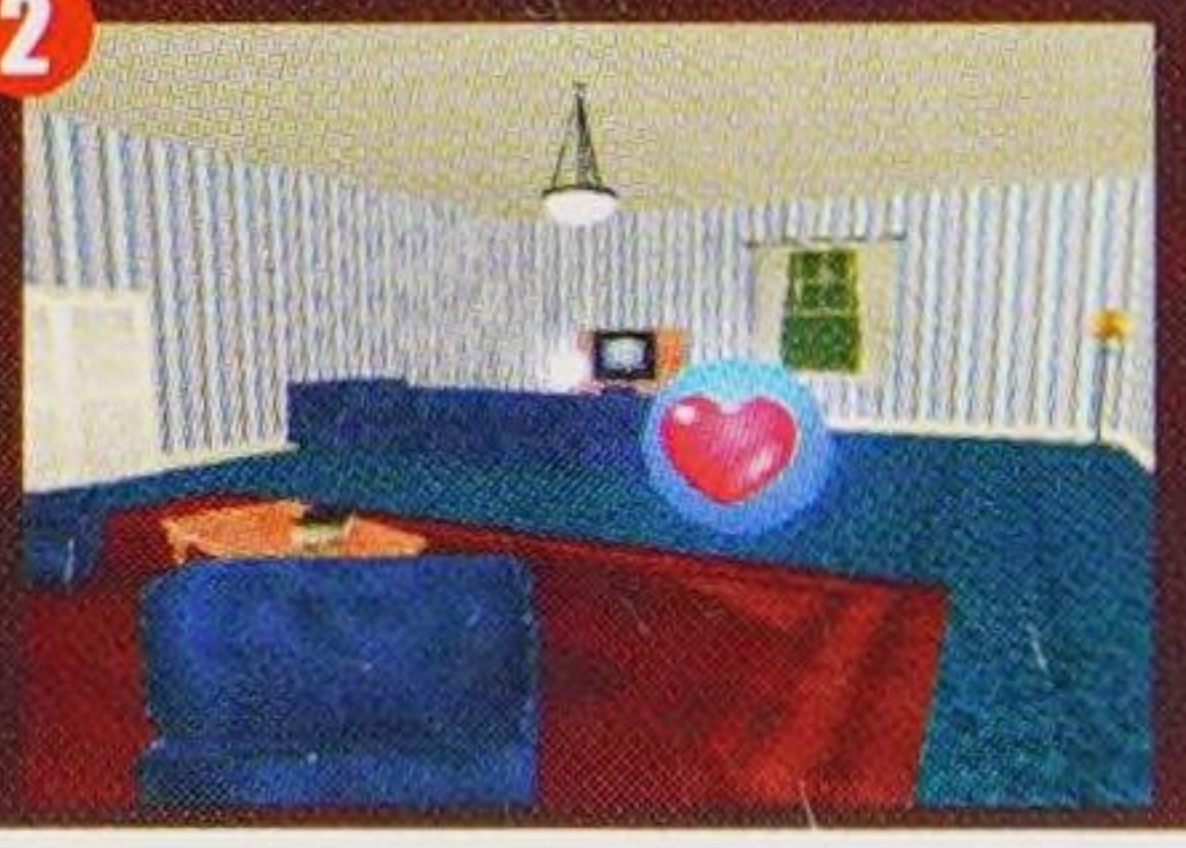
12

Torrington
On grass verge near casino.

13

Bedford Point
In the black and white building nook.

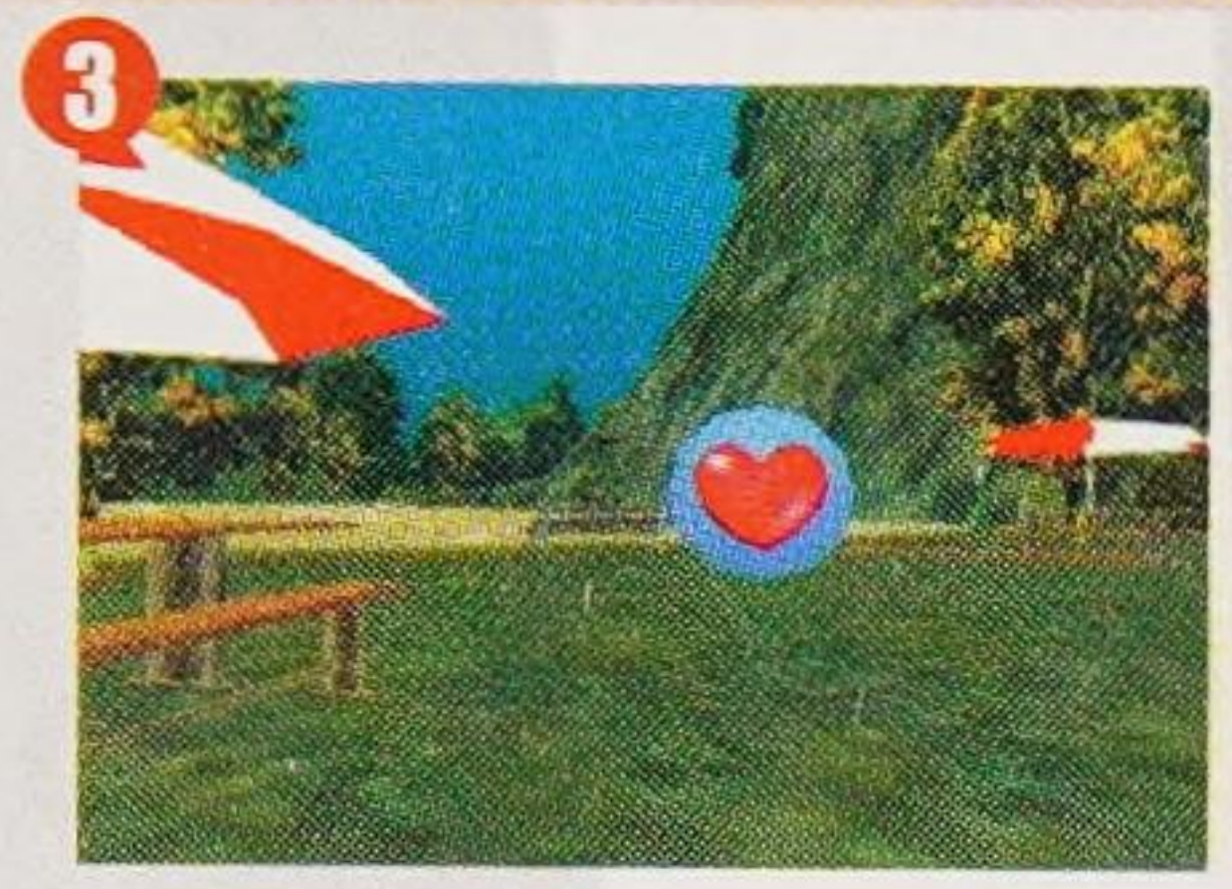
14

Torrington
Near the corner of a block under the billboards.

SHORESIDE VALE HEALTH

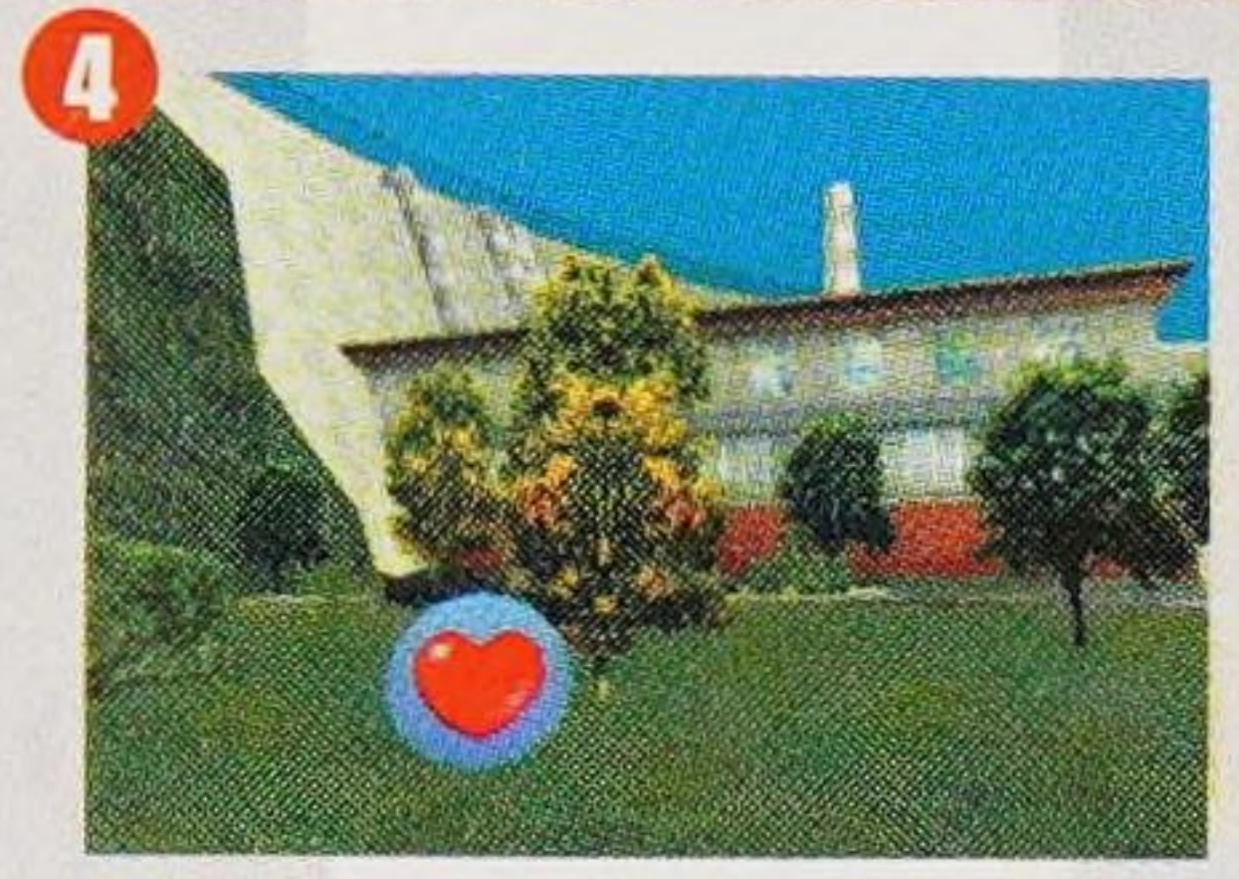
1

Cochrane Dam
On the dam lookout walkway.

2

Cedar Grove
Inside safe house.

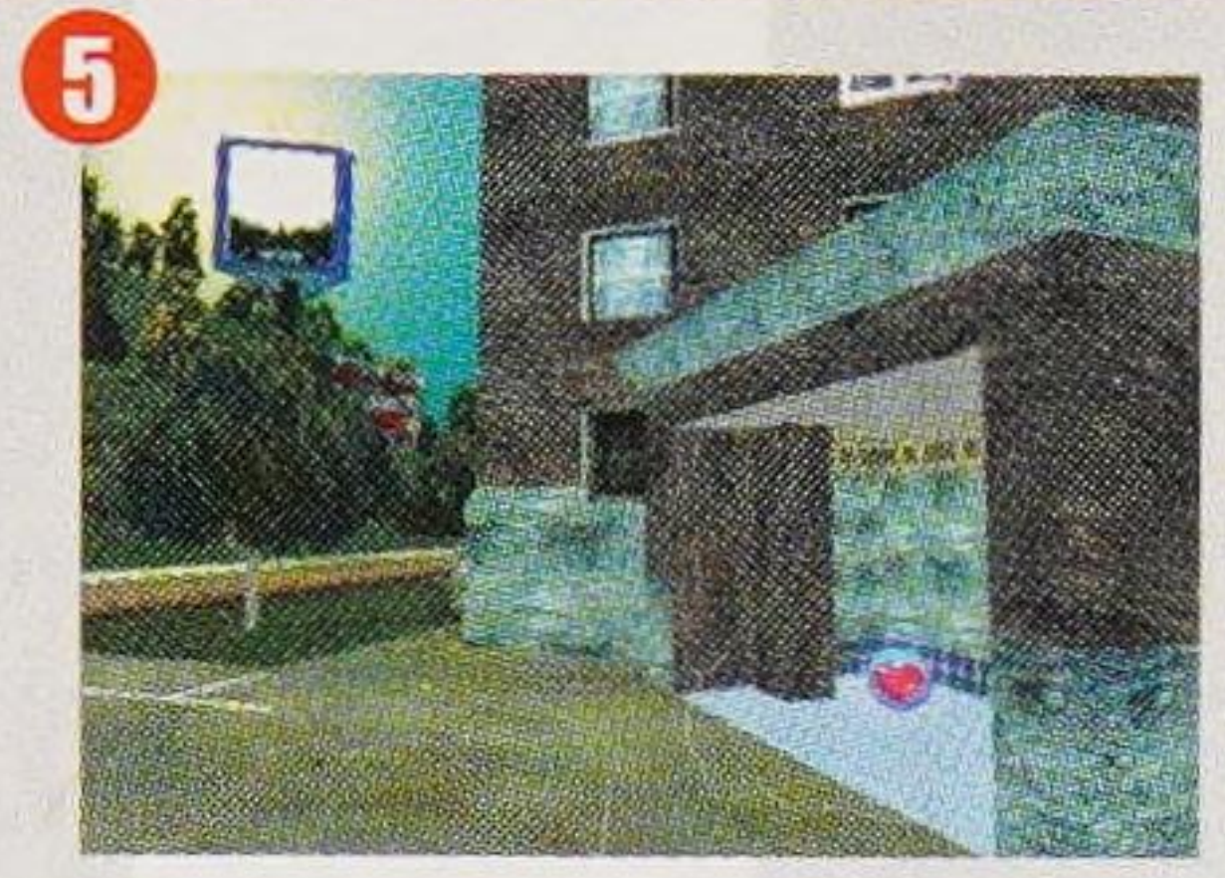
LIBERTY CITY MAPS



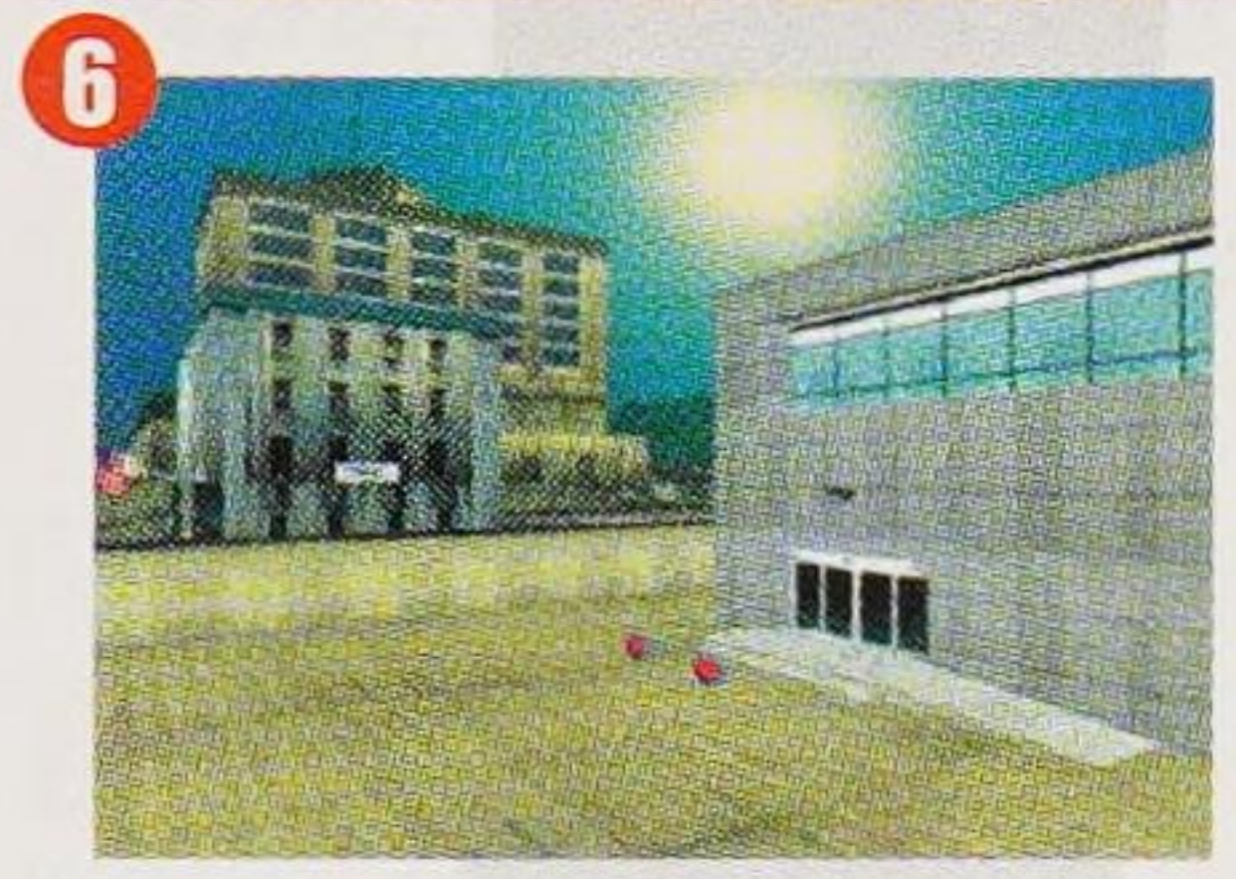
③ **Shoreside Vale**
At the end of the picnic area.



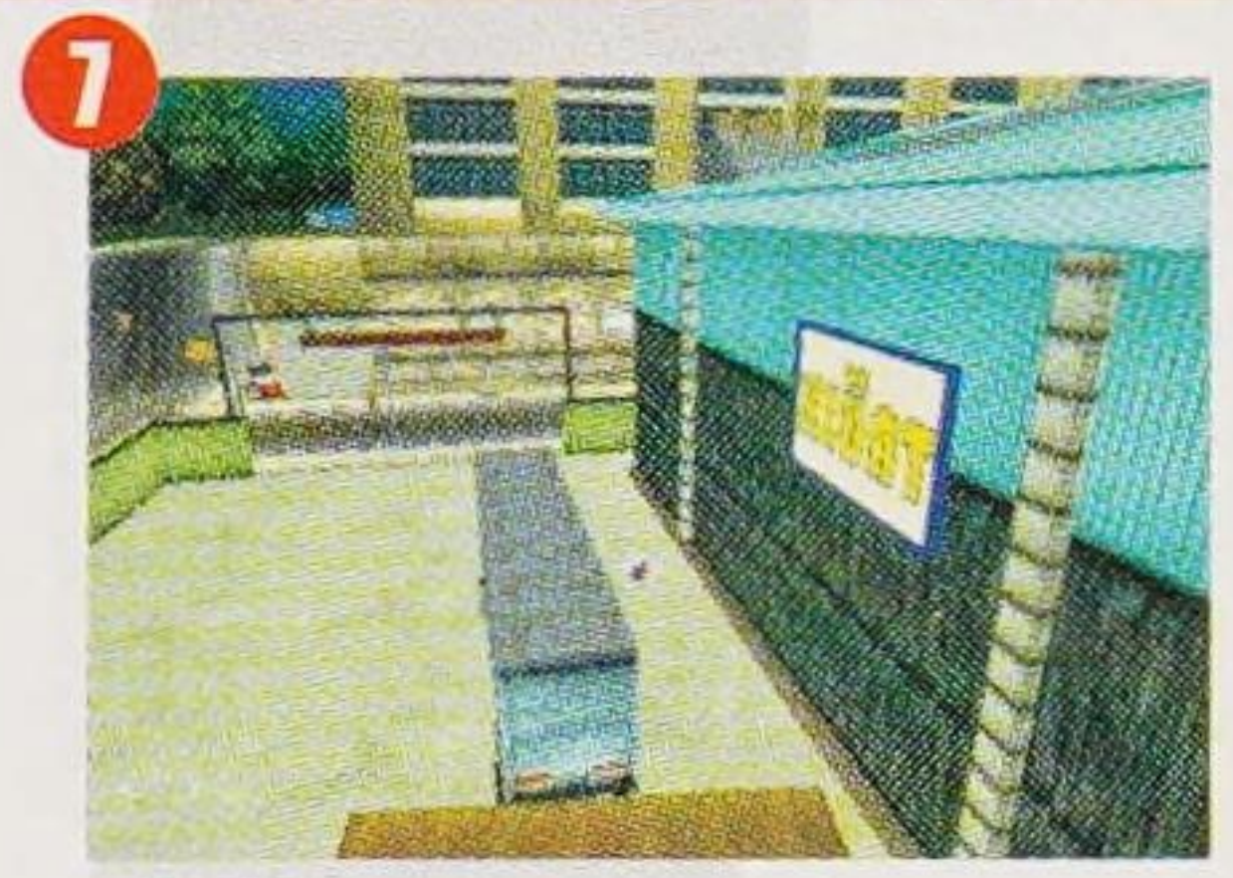
④ **Cochrane Dam**
On grassy median at the lower dam.



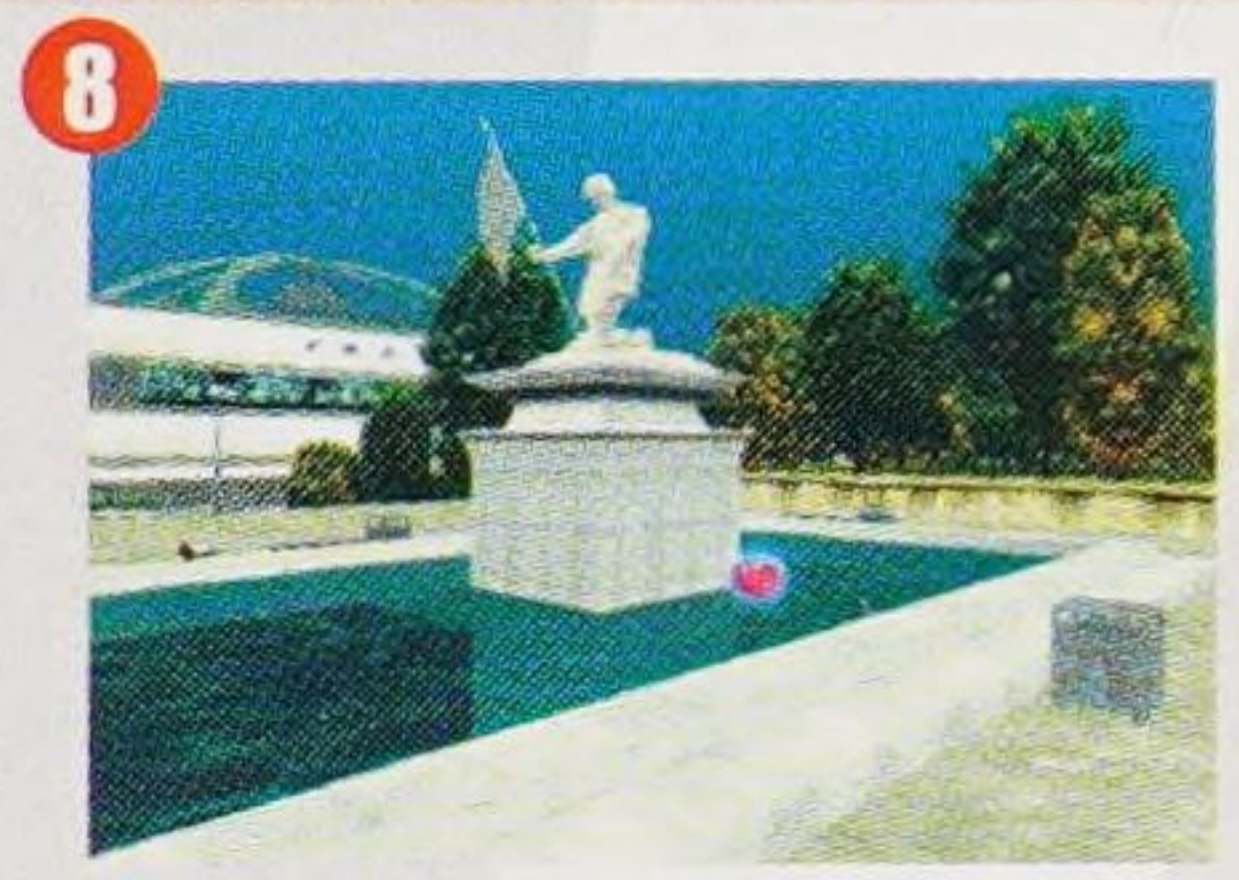
⑤ **Wichita Gardens**
In apartment doorway.



⑥ **Pike Creek**
Two power-ups at the hospital.

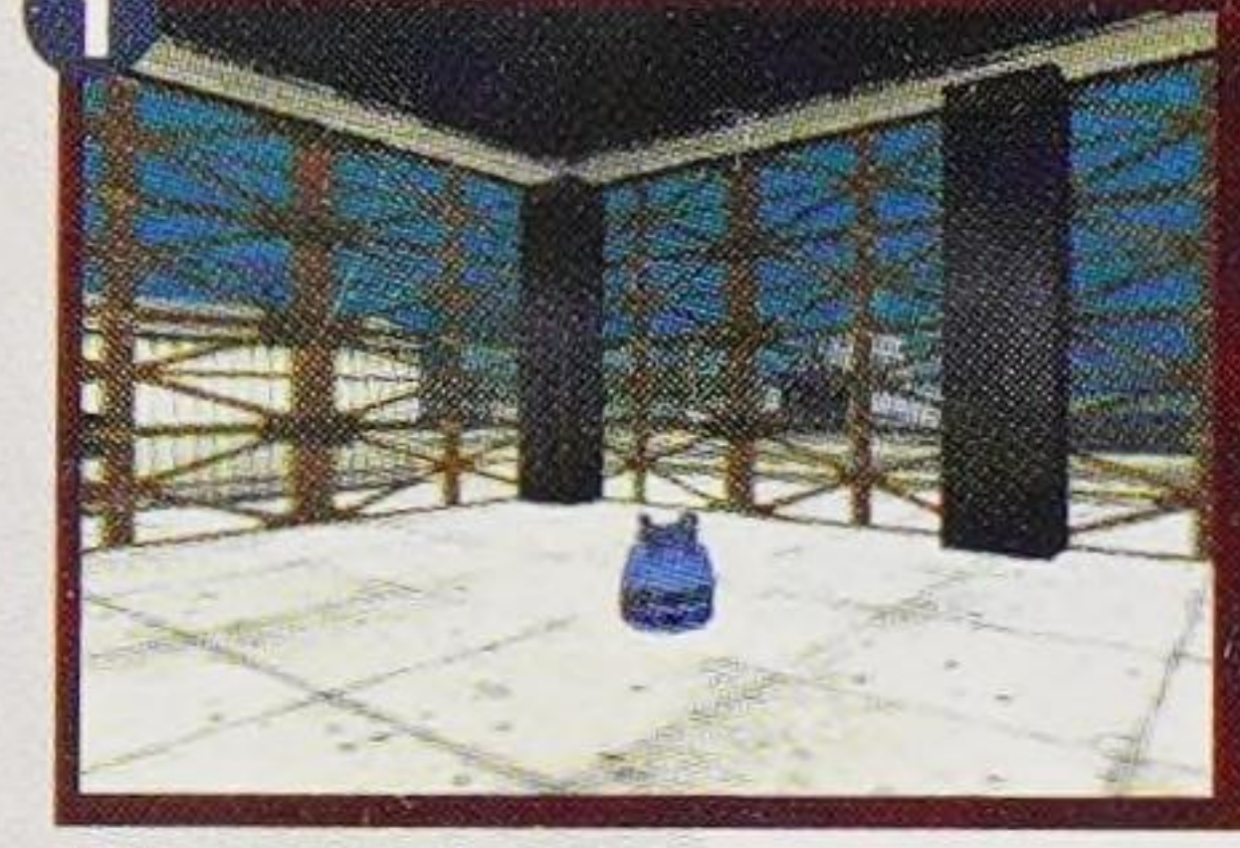


⑦ **Pike Creek**
Behind truck trailer in Klunt warehouse compound.

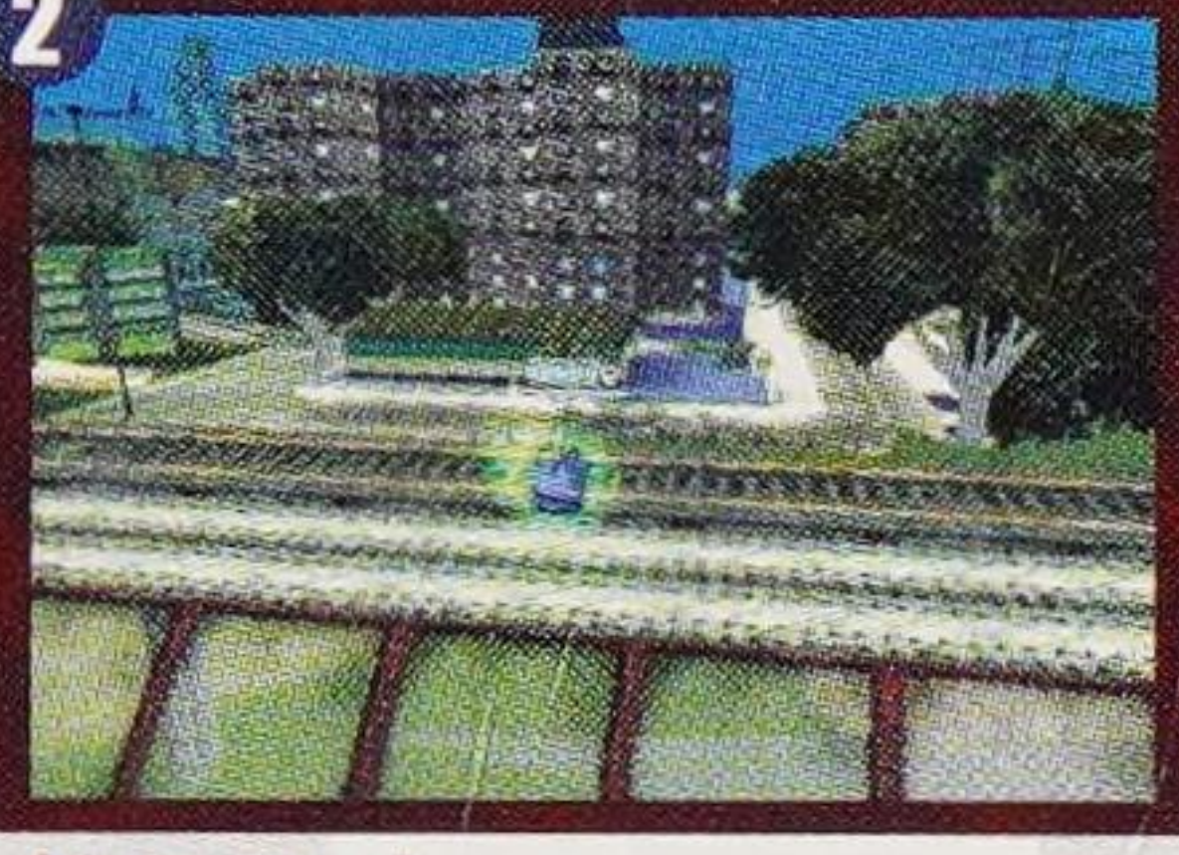


⑧ **Francis Intl. Airport**
In the fountain behind monument near subway and tourist booth.

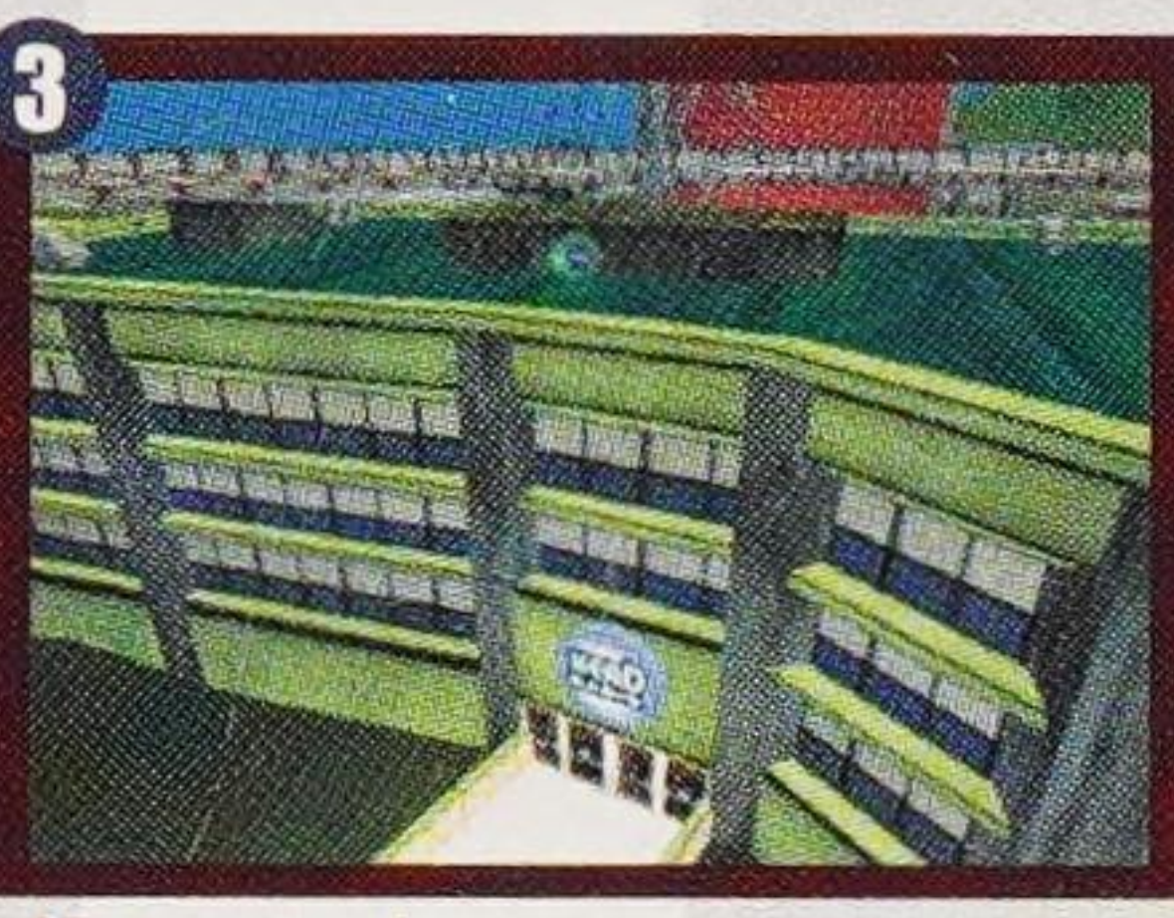
PORTLAND ARMOR



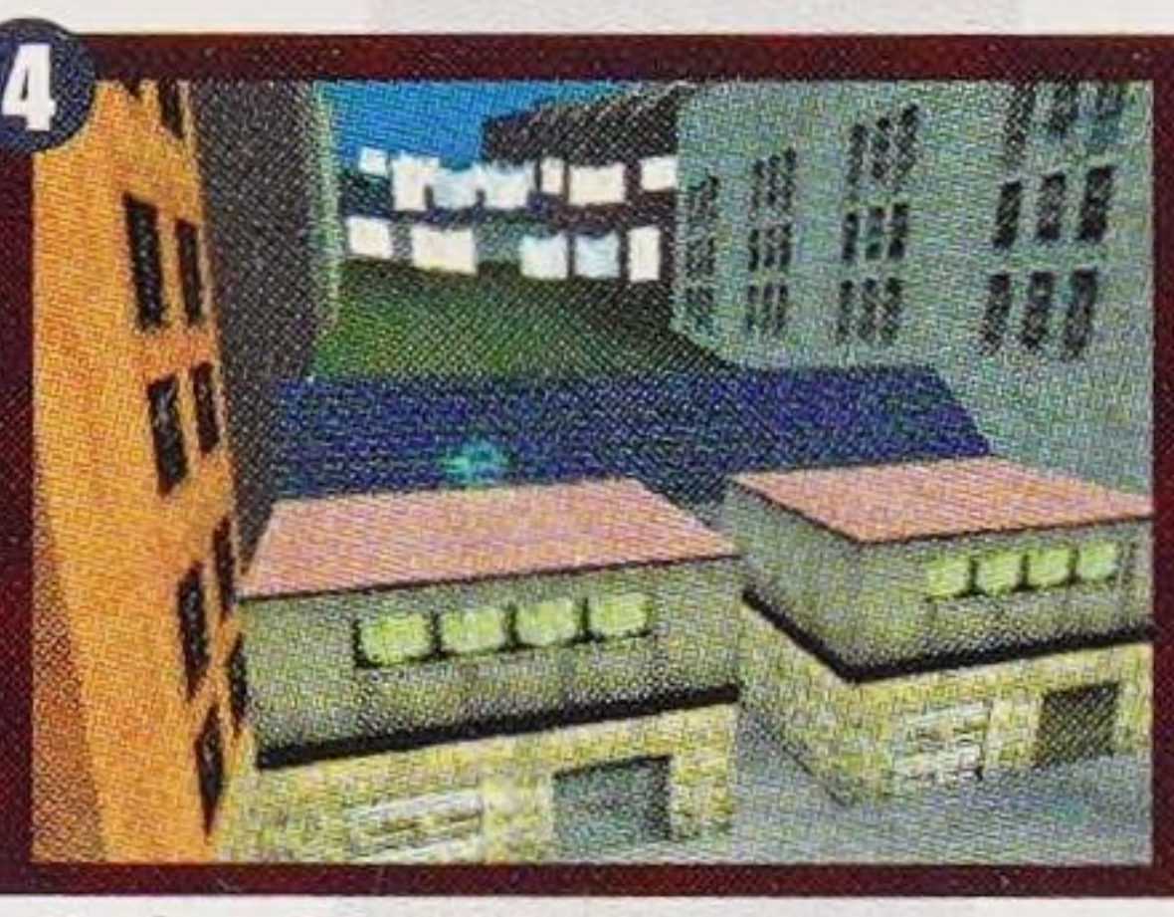
① **Harwood**
In fenced yard, under port ferry facility.



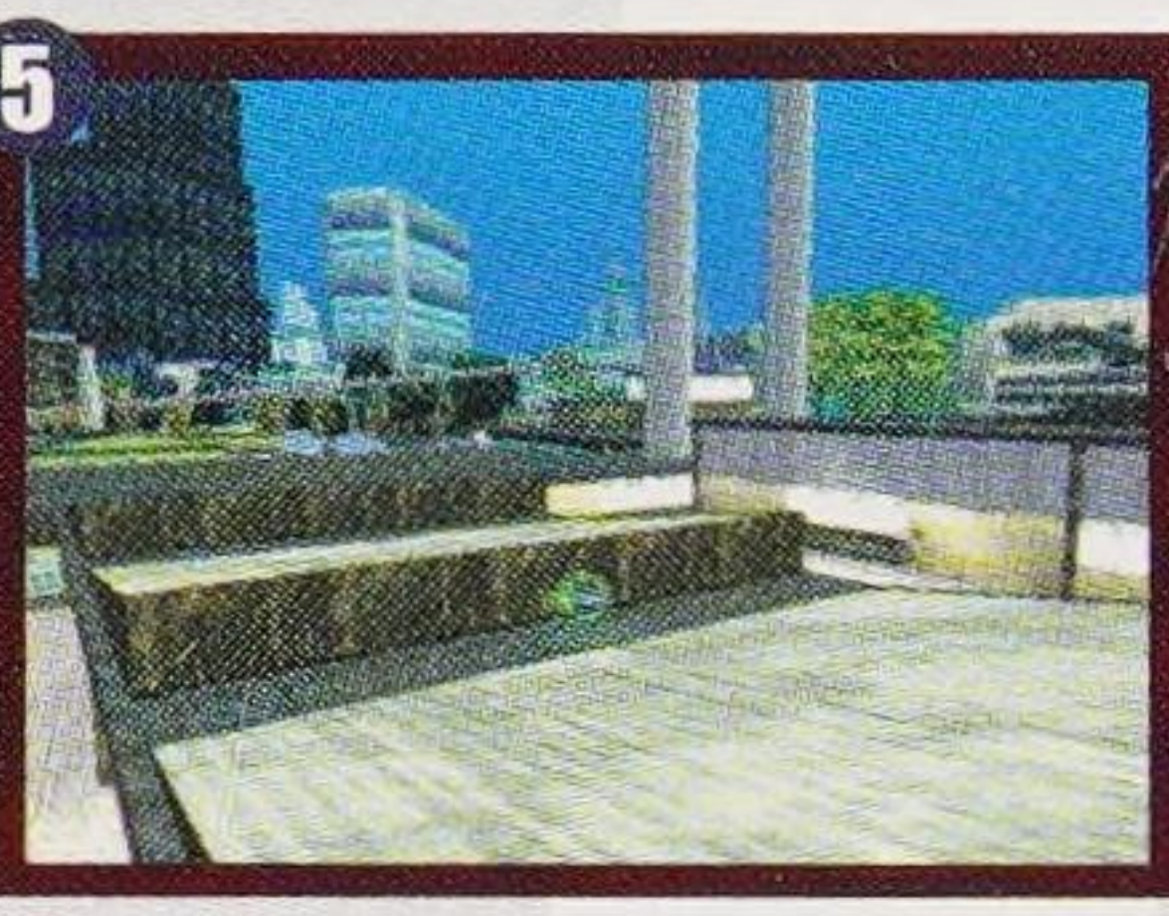
② **Harwood**
On top of the El Train line, above the dirt bike track.



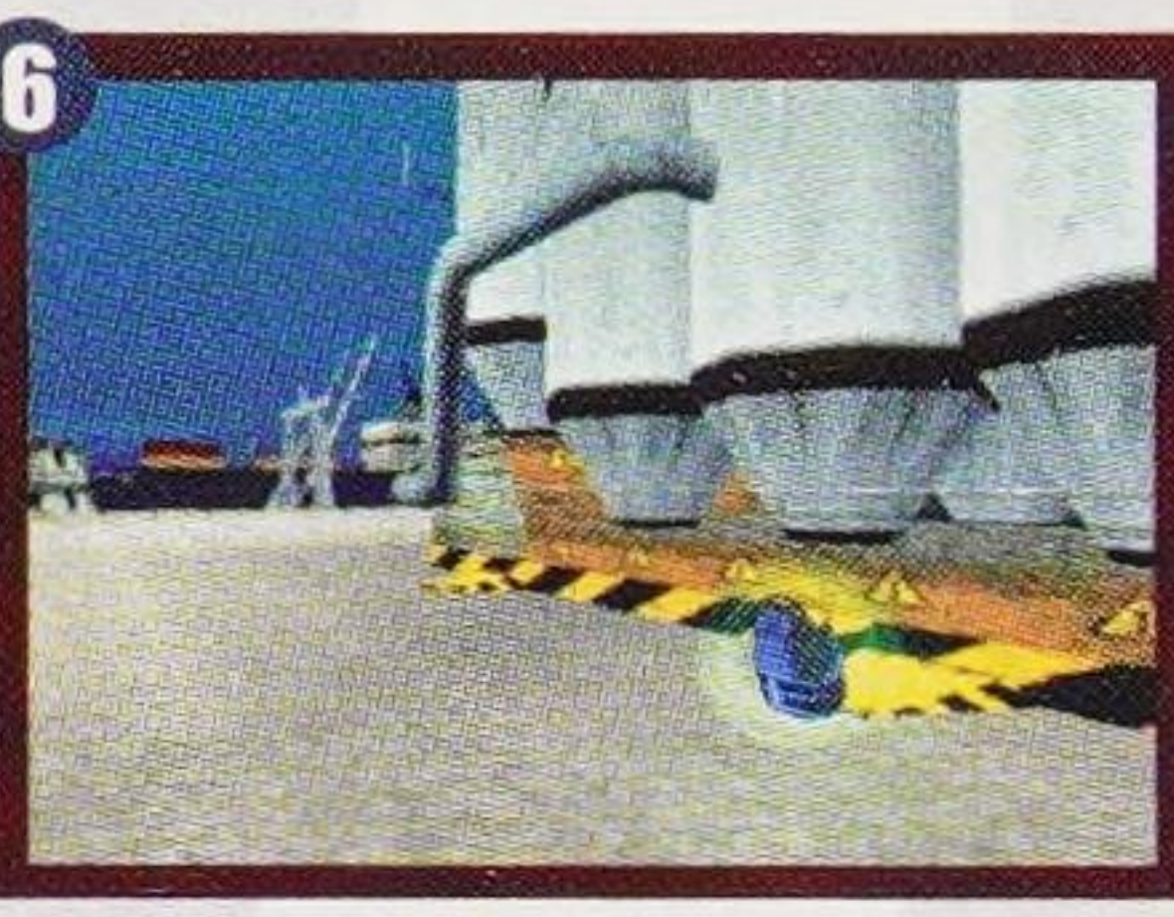
③ **Harwood**
On top of Head Radio station; jump off El Train track to reach it.



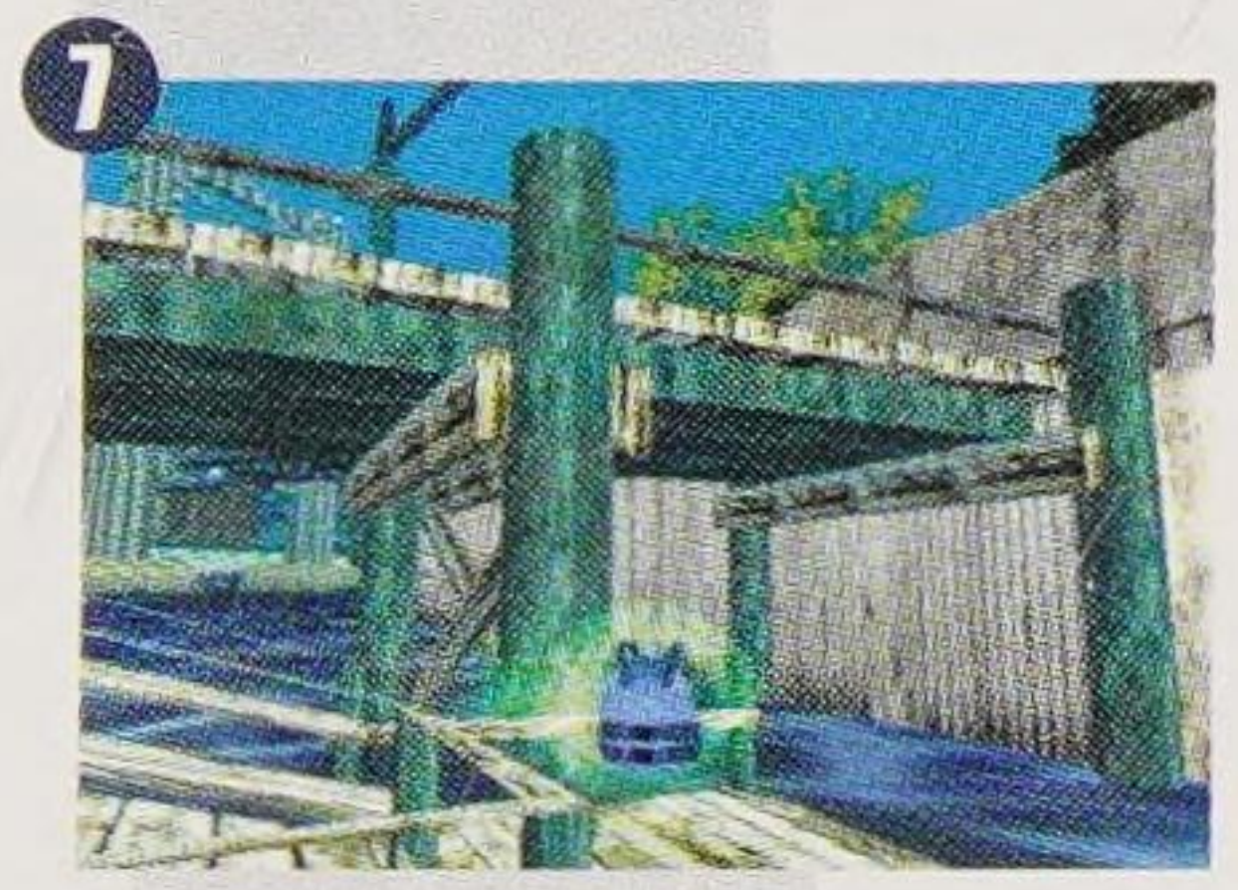
④ **Saint Mark's**
On garage rooftop; drive through east alley and over rooftop to reach it.



⑤ **Trenton**
On rooftop of series of warehouses connecting Liberty Pharmaceuticals.

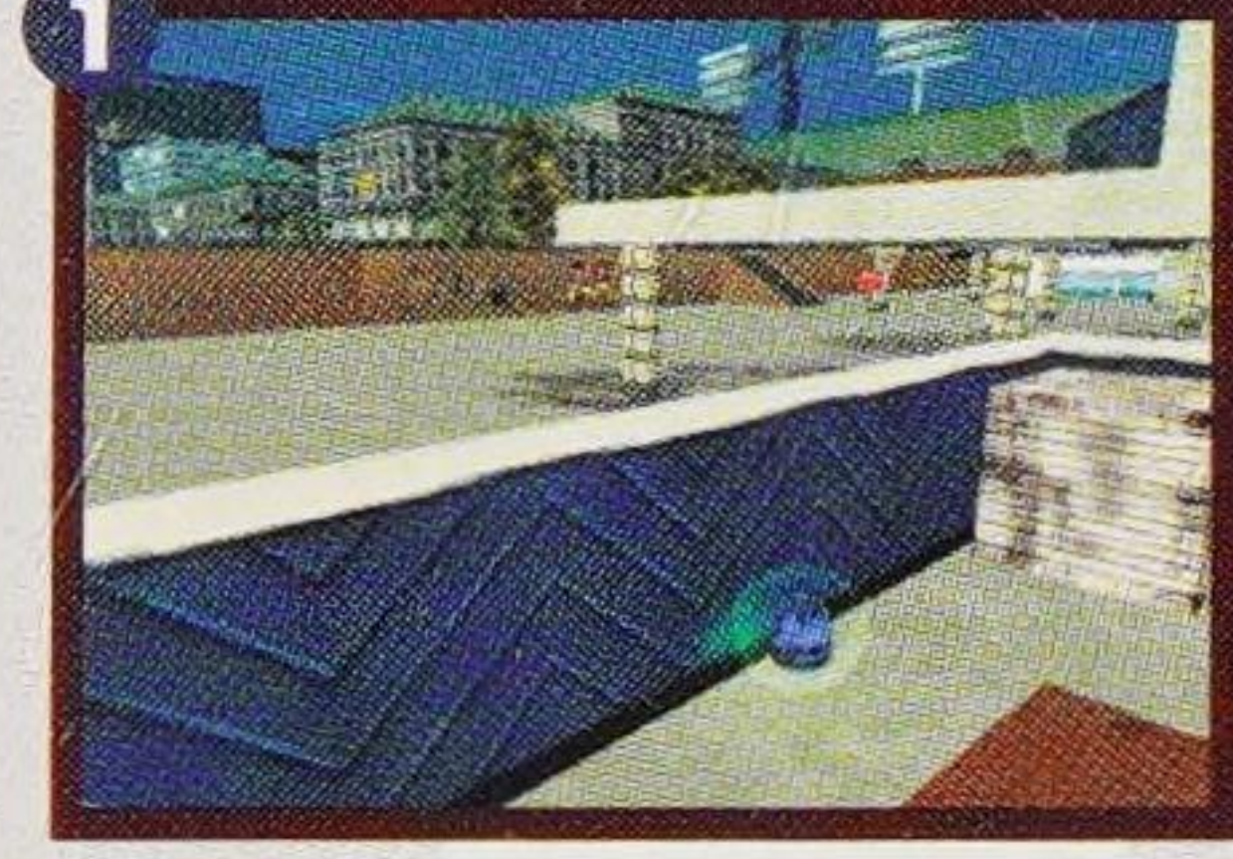


⑥ **Portland Harbor**
Near the large white vats behind the large warehouse with roof access.

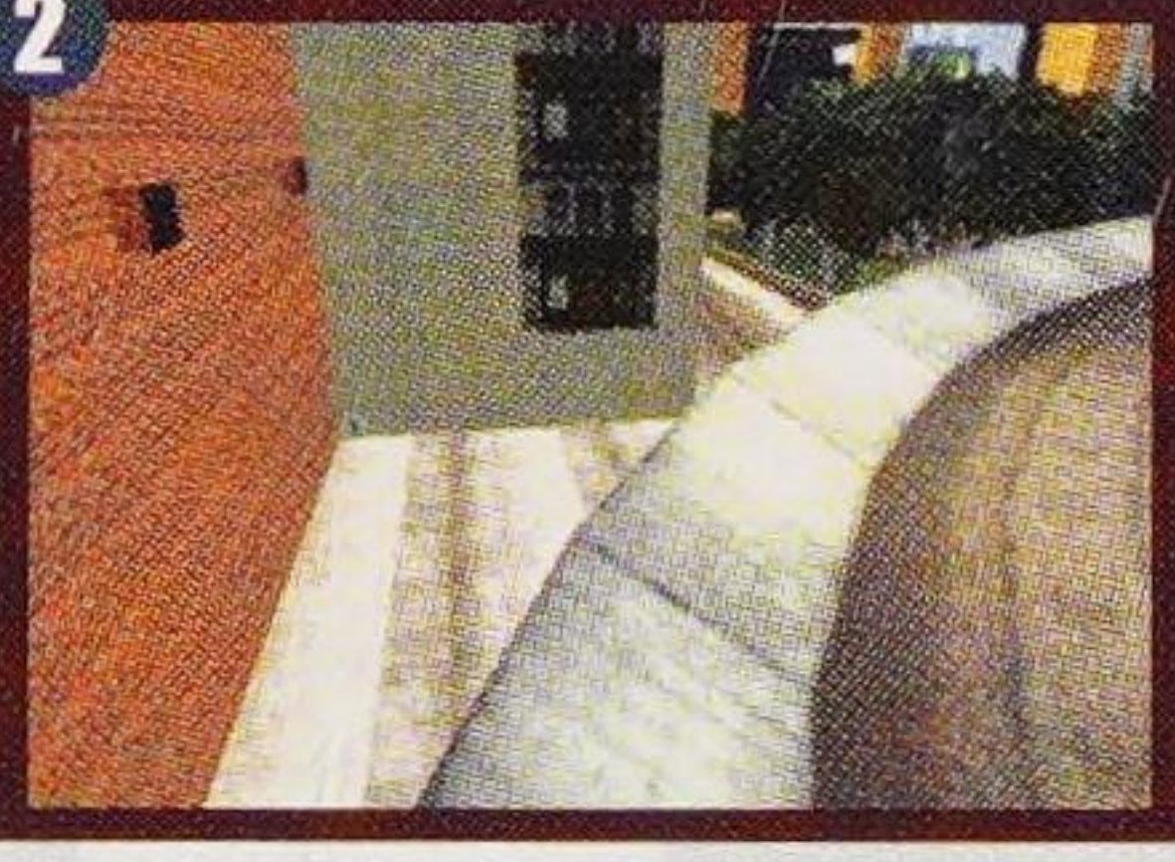


⑦ **Callahan Point**
On the lowest tier of the pier.

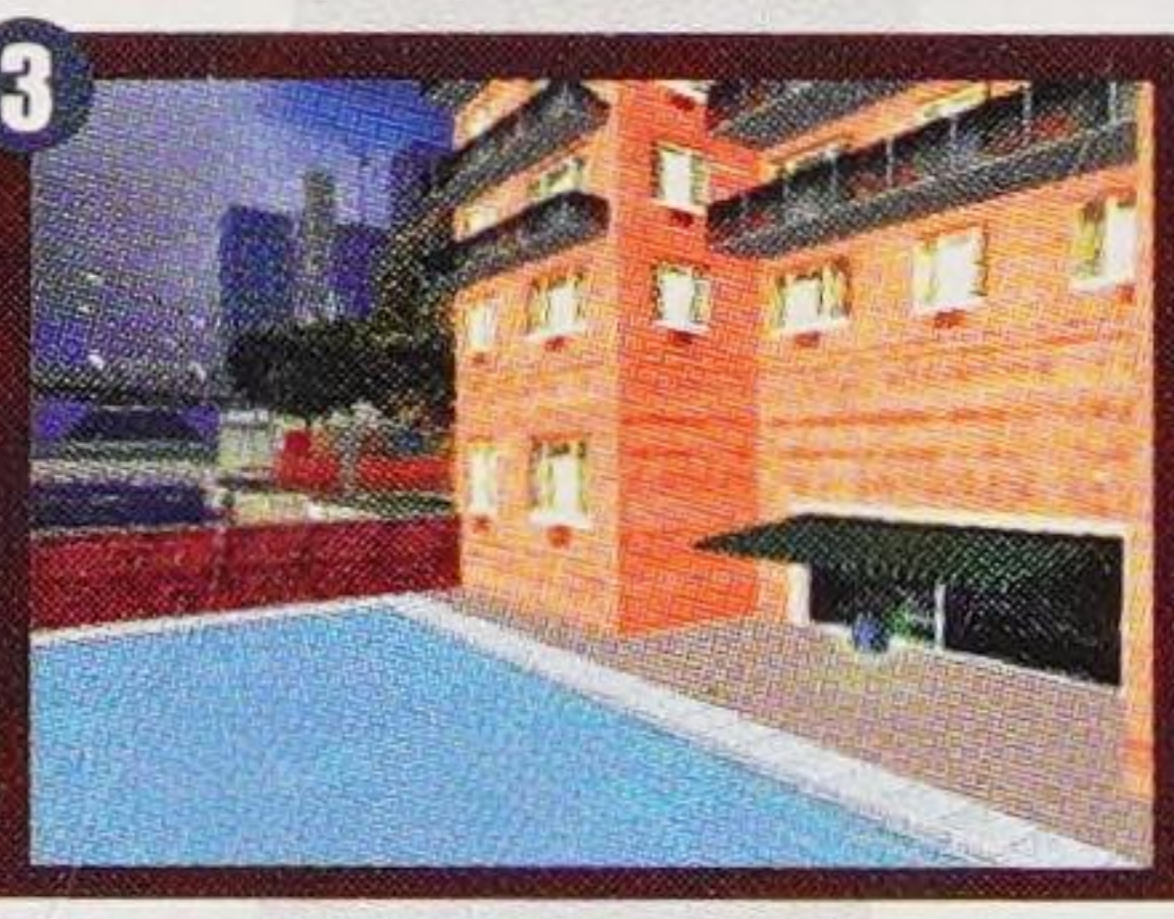
STAUNTON ISLAND ARMOR



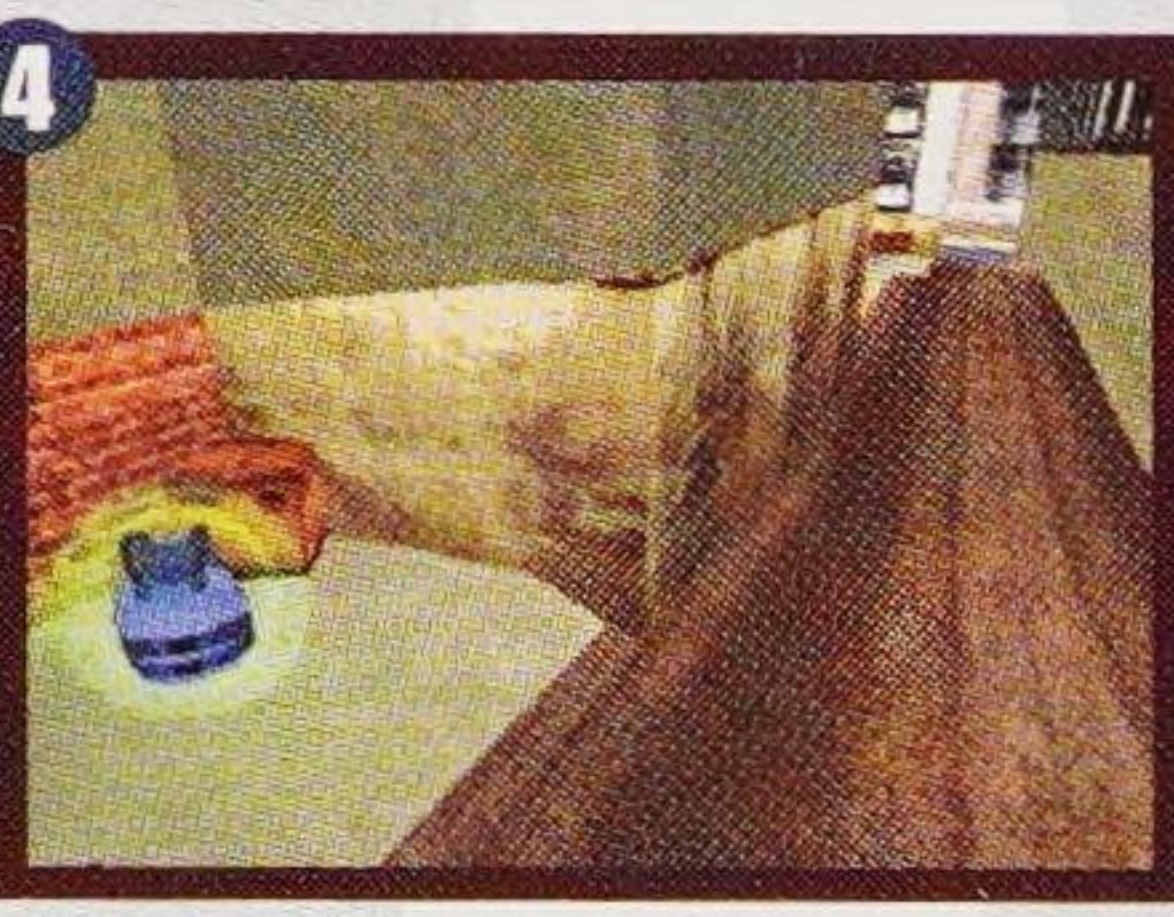
① **Rockford**
In rear of Hospital, behind construction wall, beside a portacabin.



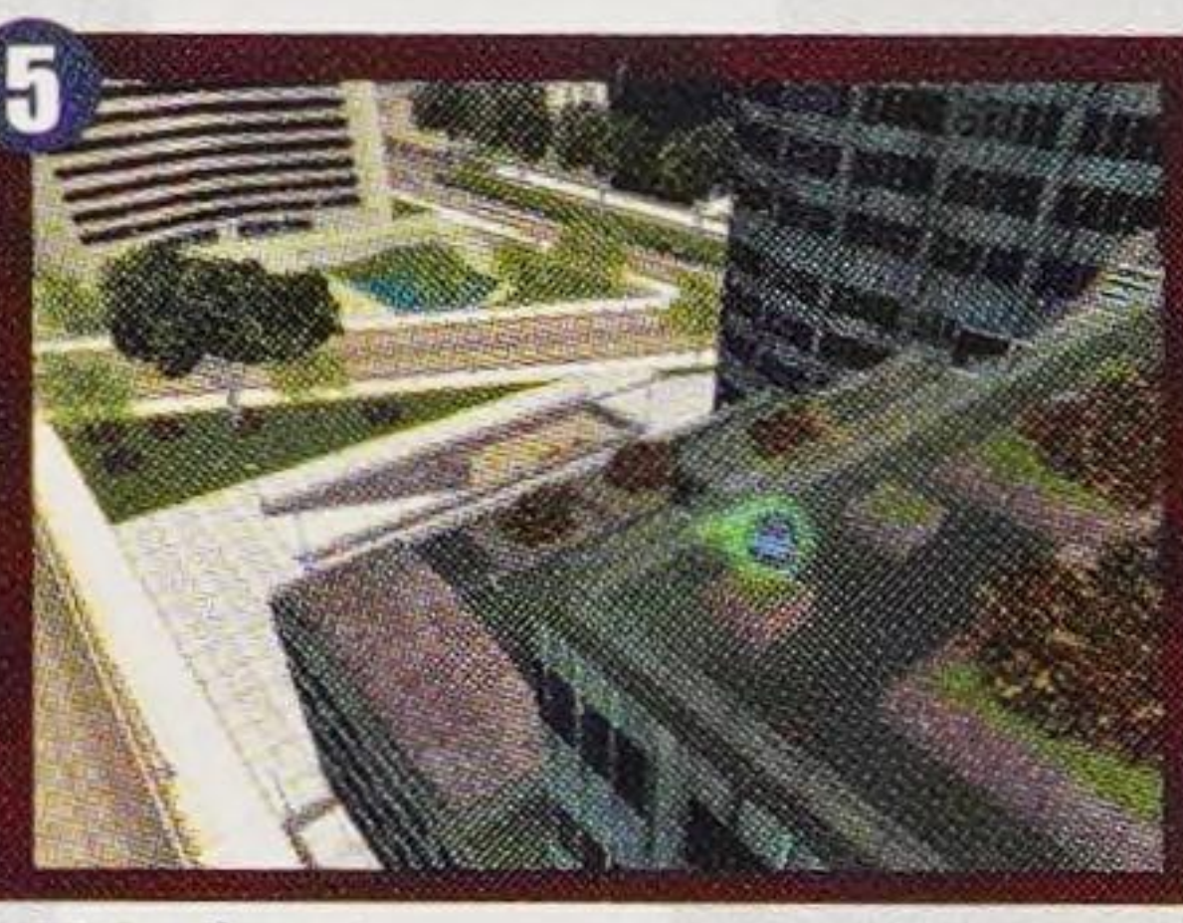
② **Belleville Park**
On rooftop accessible by jumping down off curved elevator bridge road.



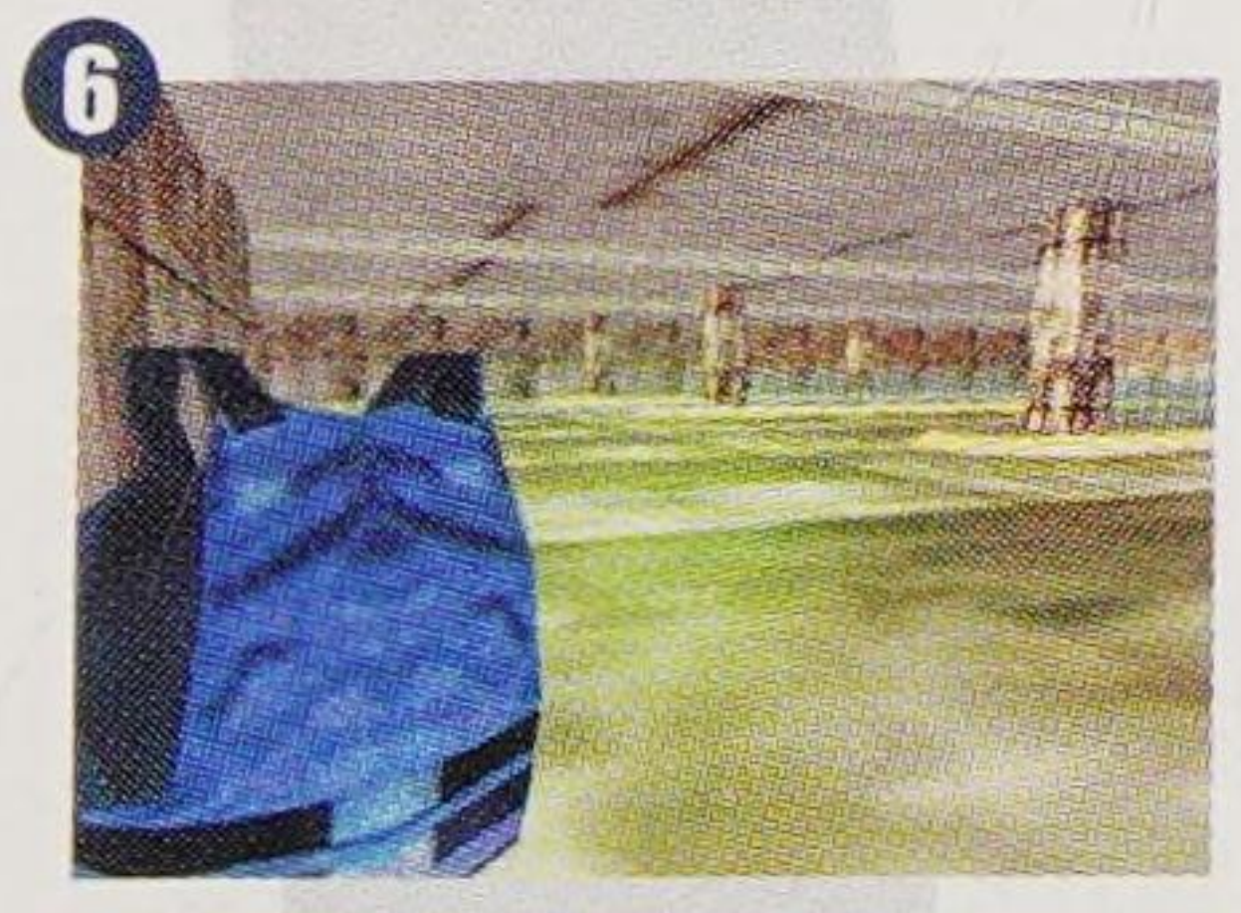
③ **Newport**
In backyard with a pool next-door to Asuka's apt. in Grand Theft Auto 3.



④ **Newport**
In alley nook behind Ammu-Nation.

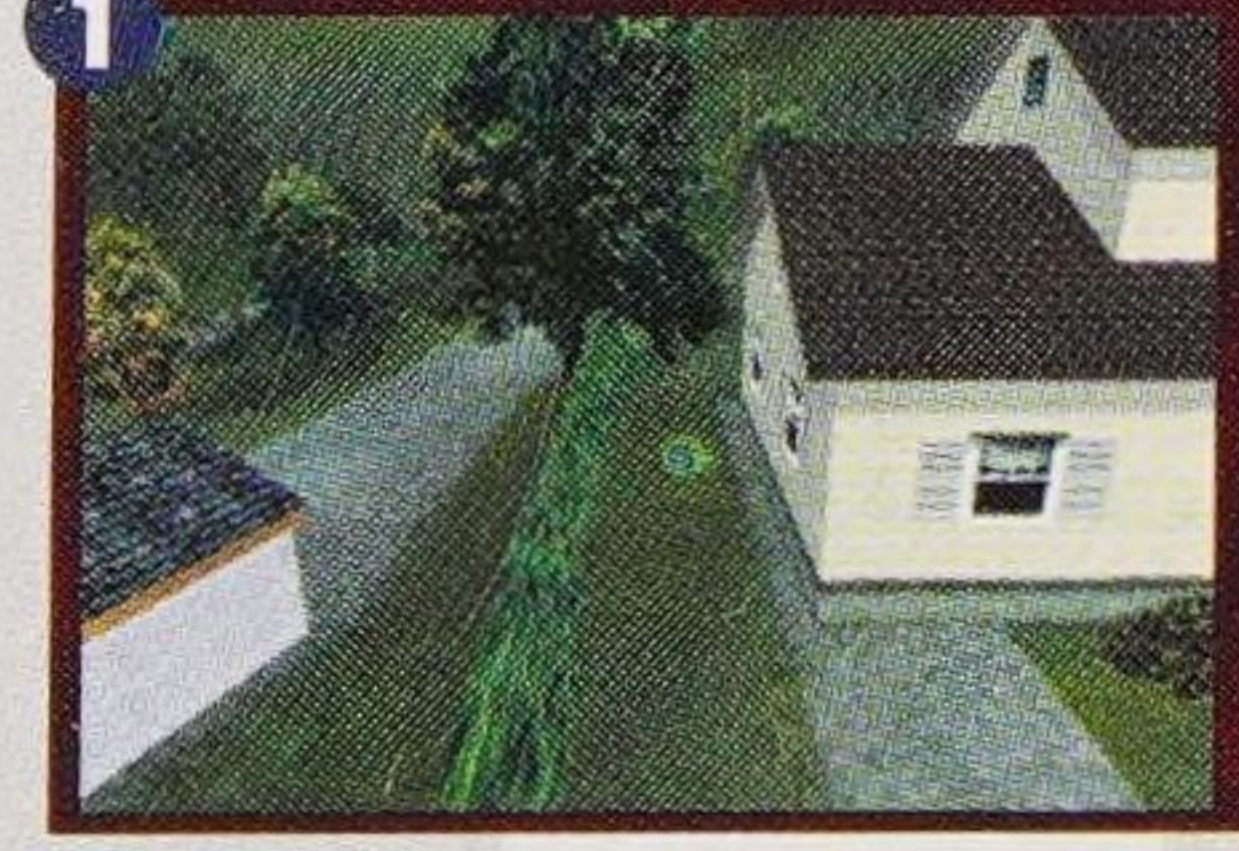


⑤ **Torrington**
On top of multi-story building accessible via multiple flights of stairs starting from the sidewalk.

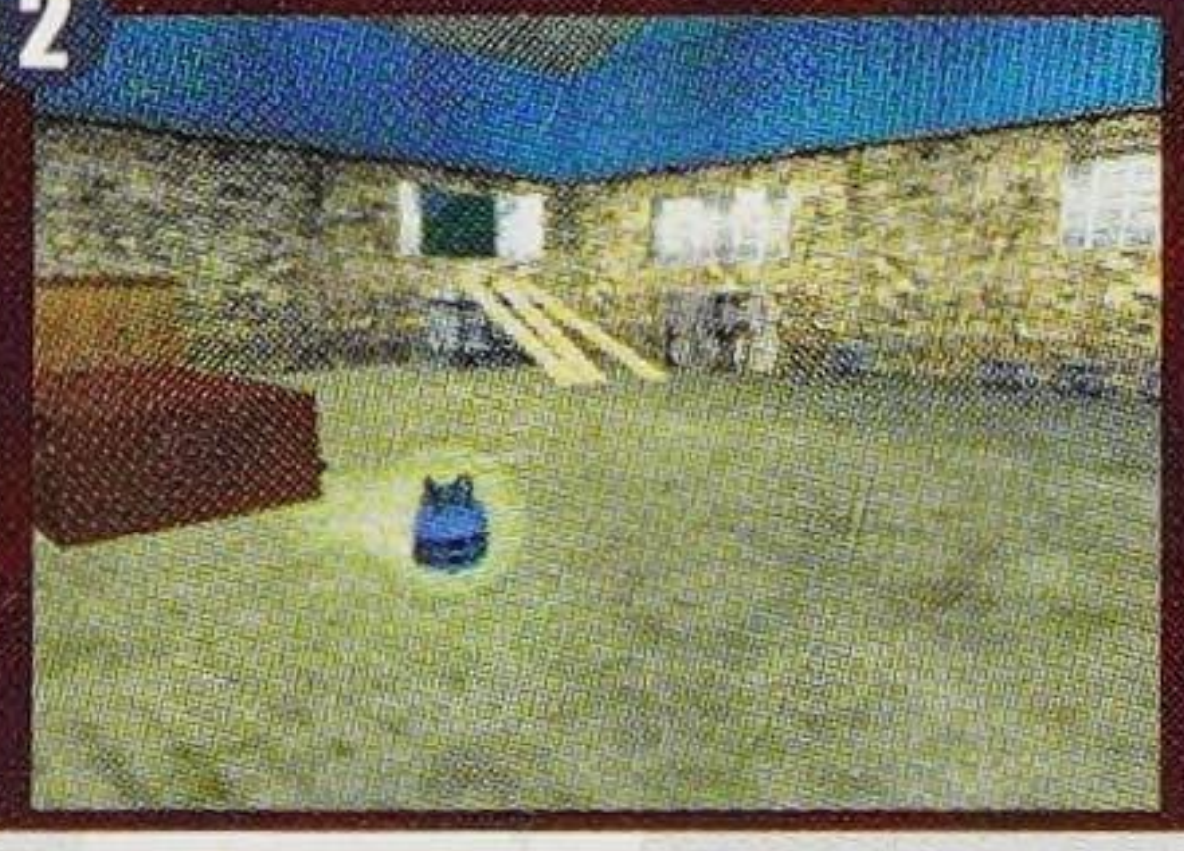


⑥ **Bedford Point**
In the corner of an underground parking garage.

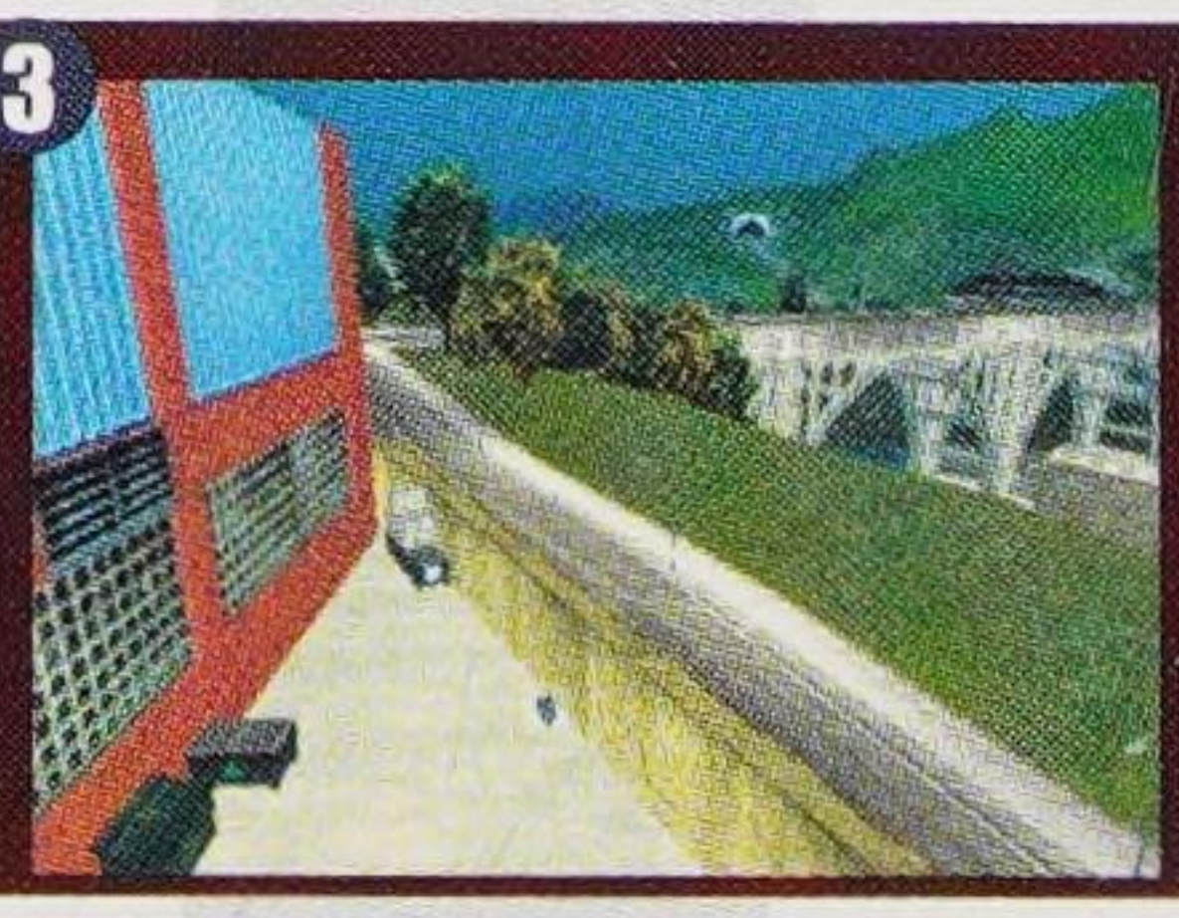
SHORESIDE VALE ARMOR



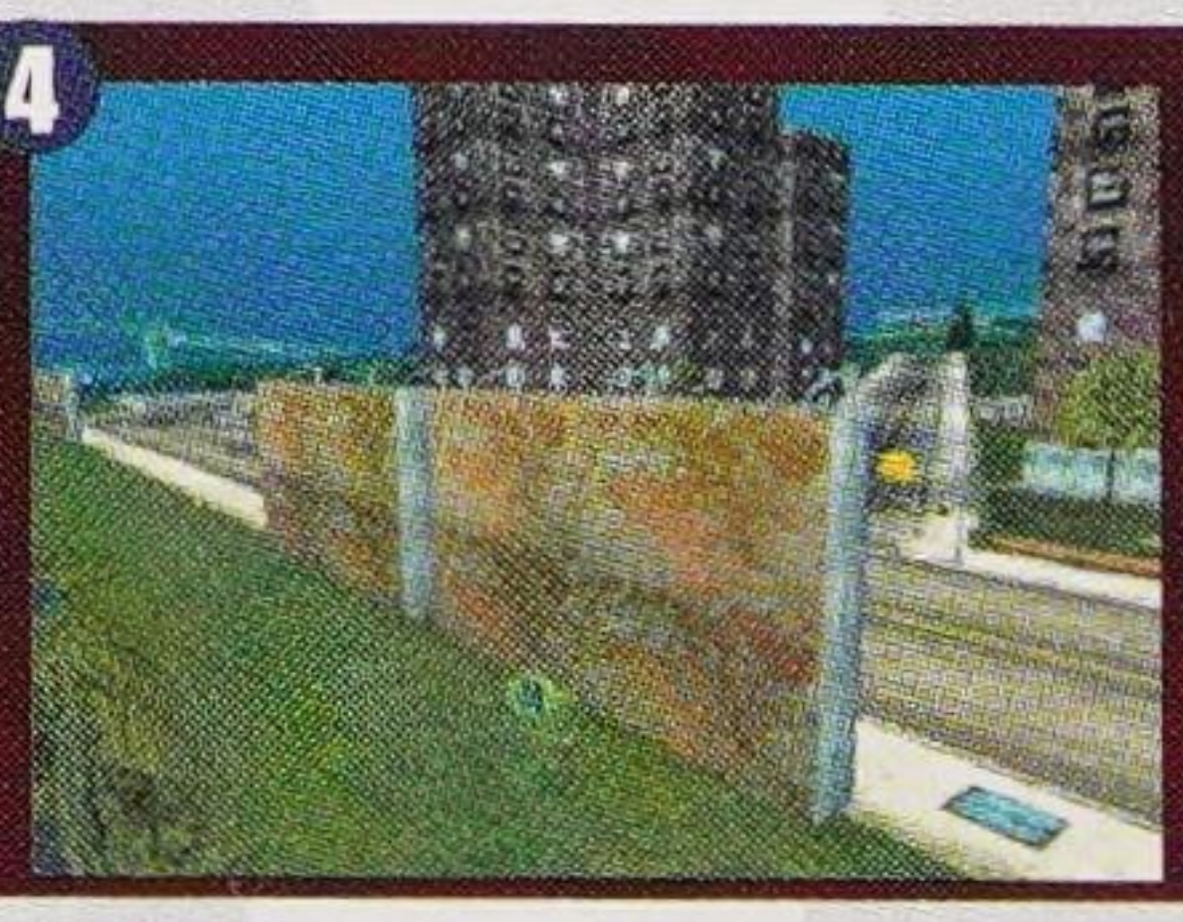
① **Cedar Grove**
Between home next door to safe house and its west hedge.



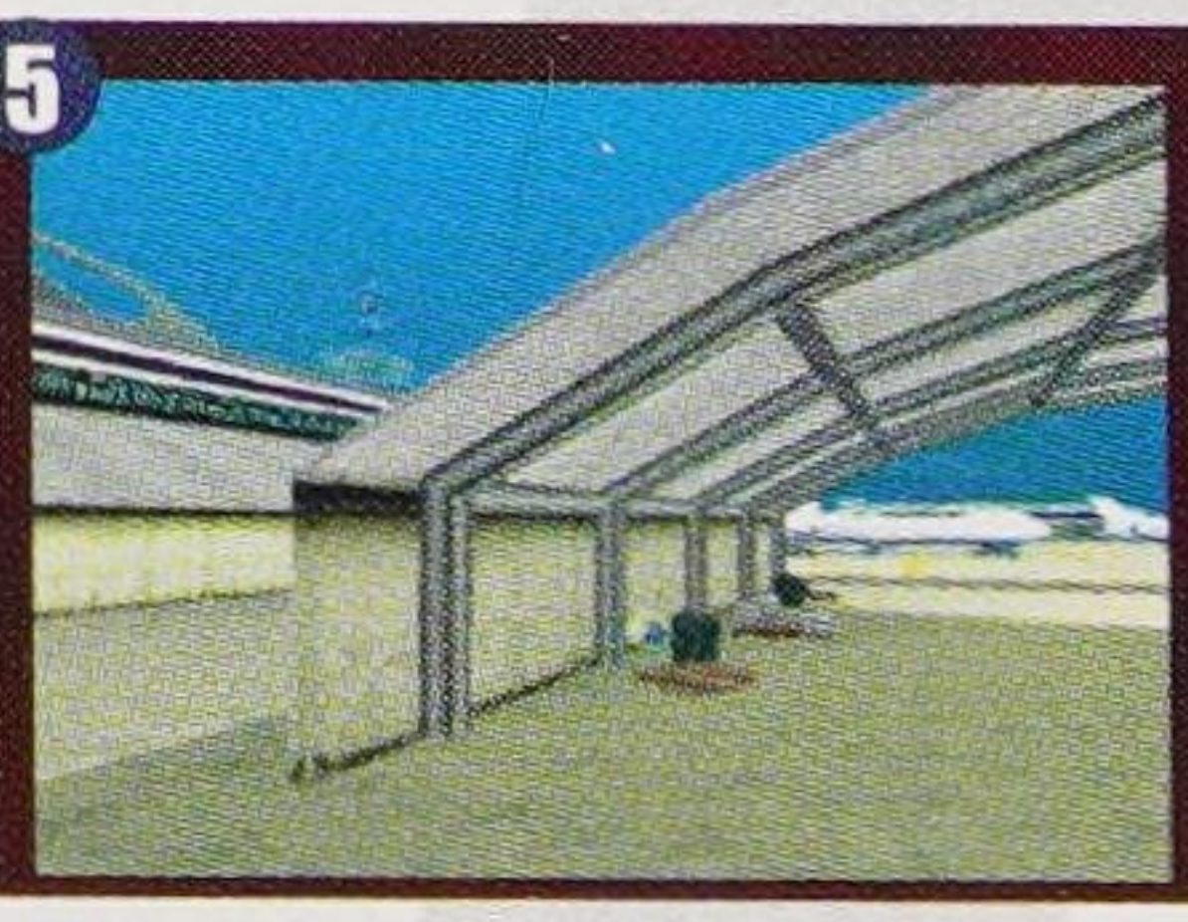
② **Cochrane Dam**
In warehouse with Unique Stunt Jump window.



③ **Pike Creek**
In back lot near high wall of Liberty Pharmaceuticals.



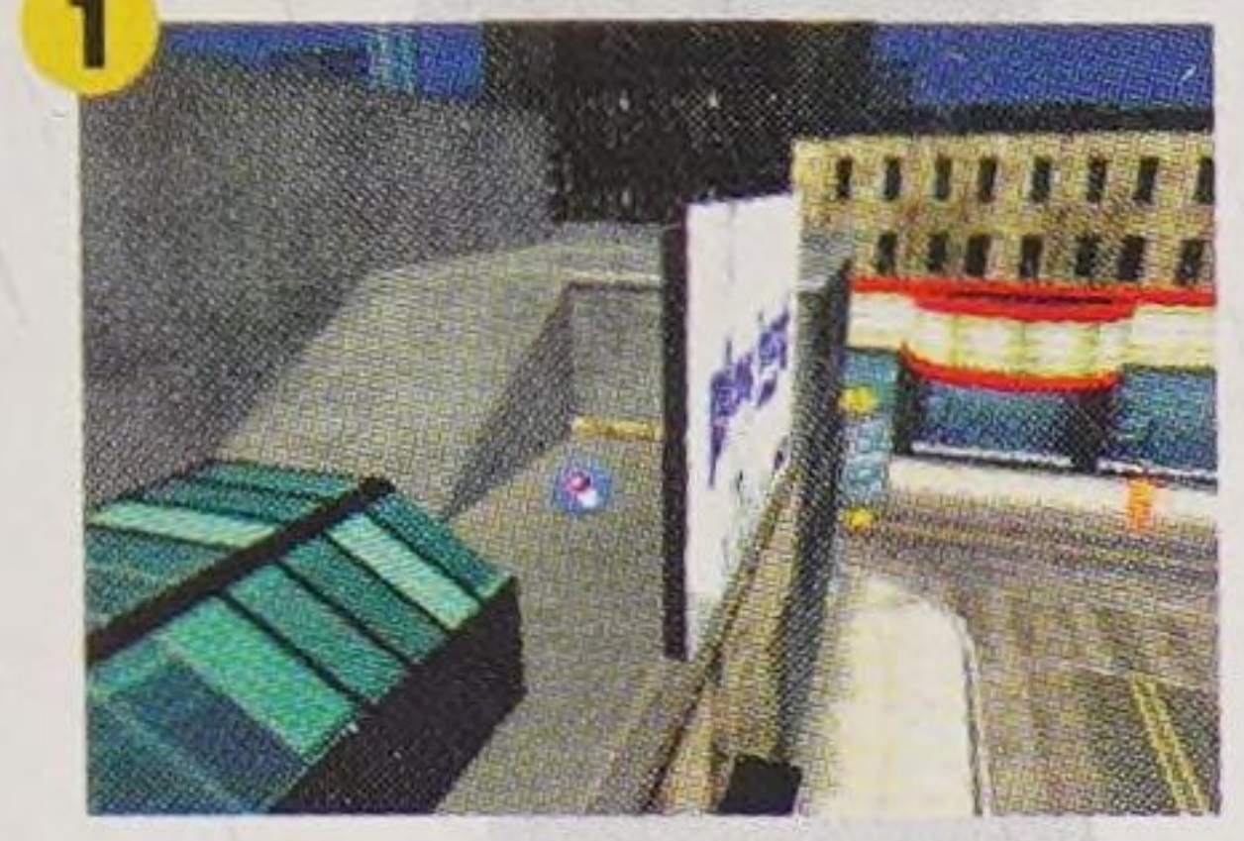
④ **Wichita Gardens**
Behind Kronos billboard on shoreline.



⑤ **Francis Intl. Airport**
Behind dumpster in hangar.

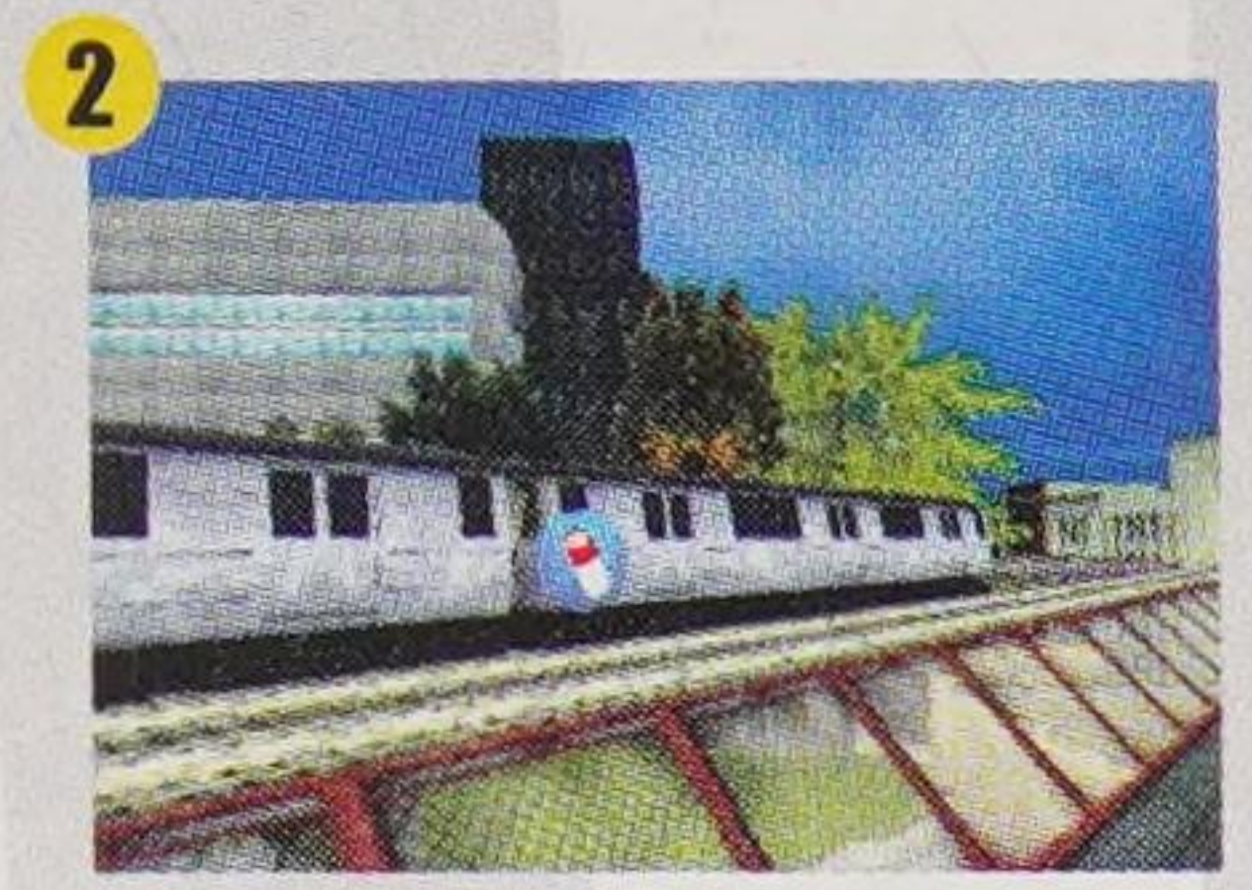
PORTLAND ADRENALINE

1



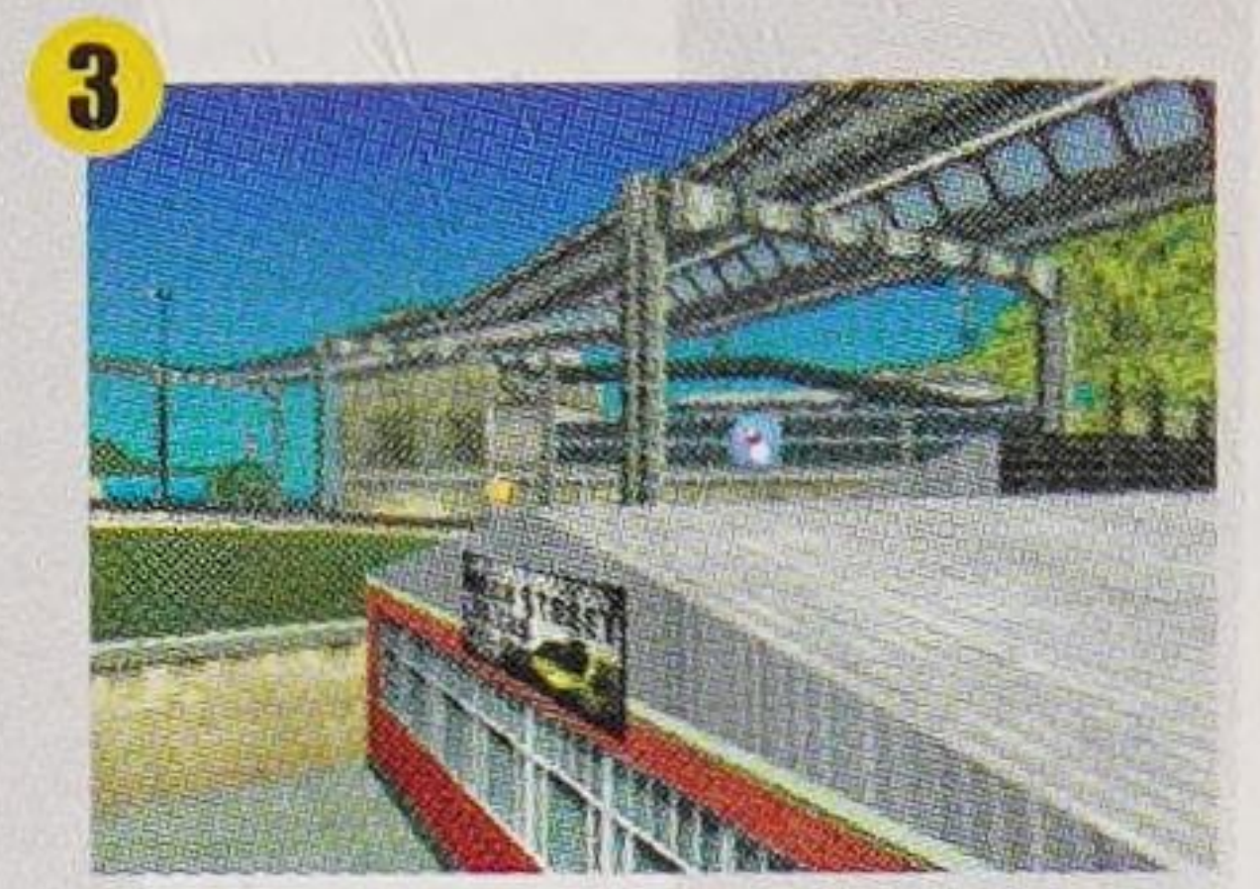
Red Light District
On rooftop (Guns of Leone mission).

2



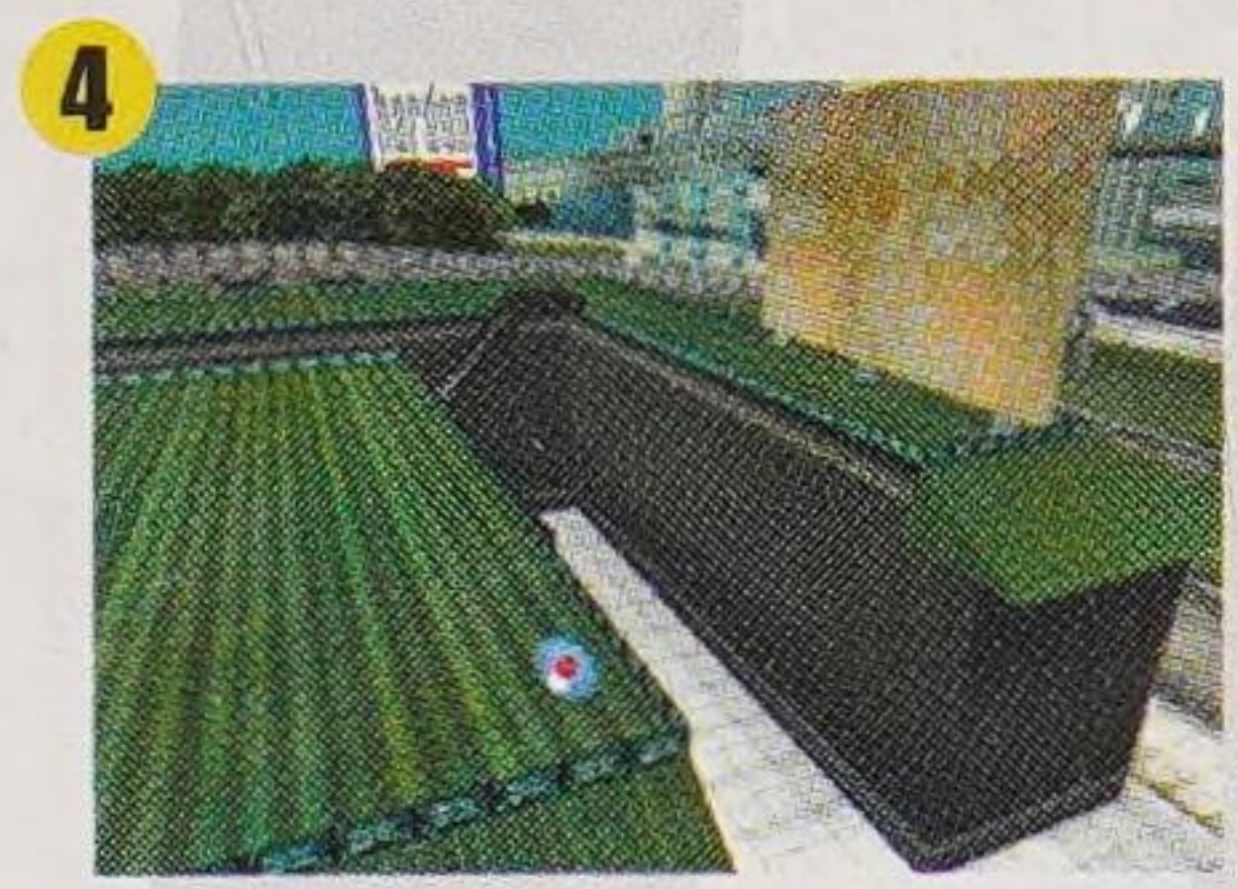
Saint Mark's
On top of El Train track.

3



Portland View
On top of Mean Street Taxis.

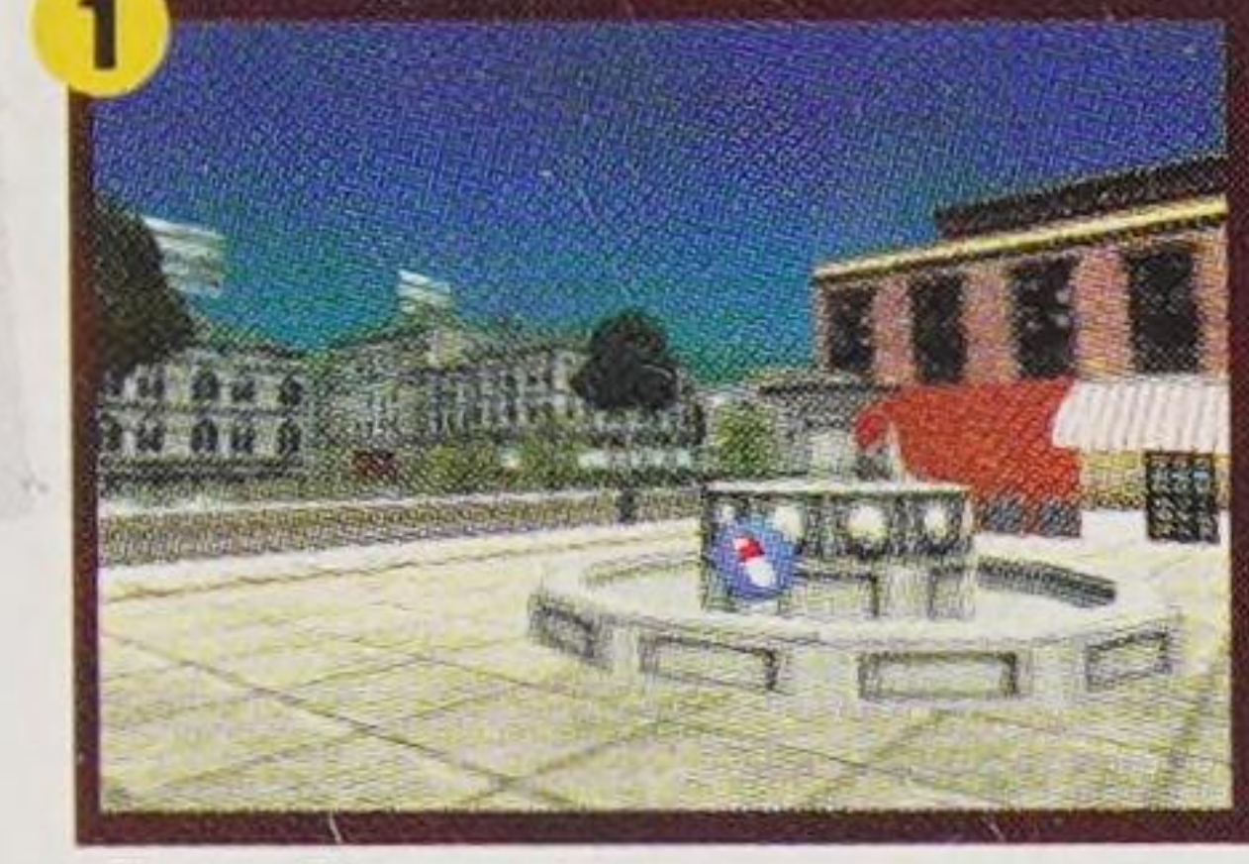
4



Chinatown
On top of rooftop Massimo used for helipad.

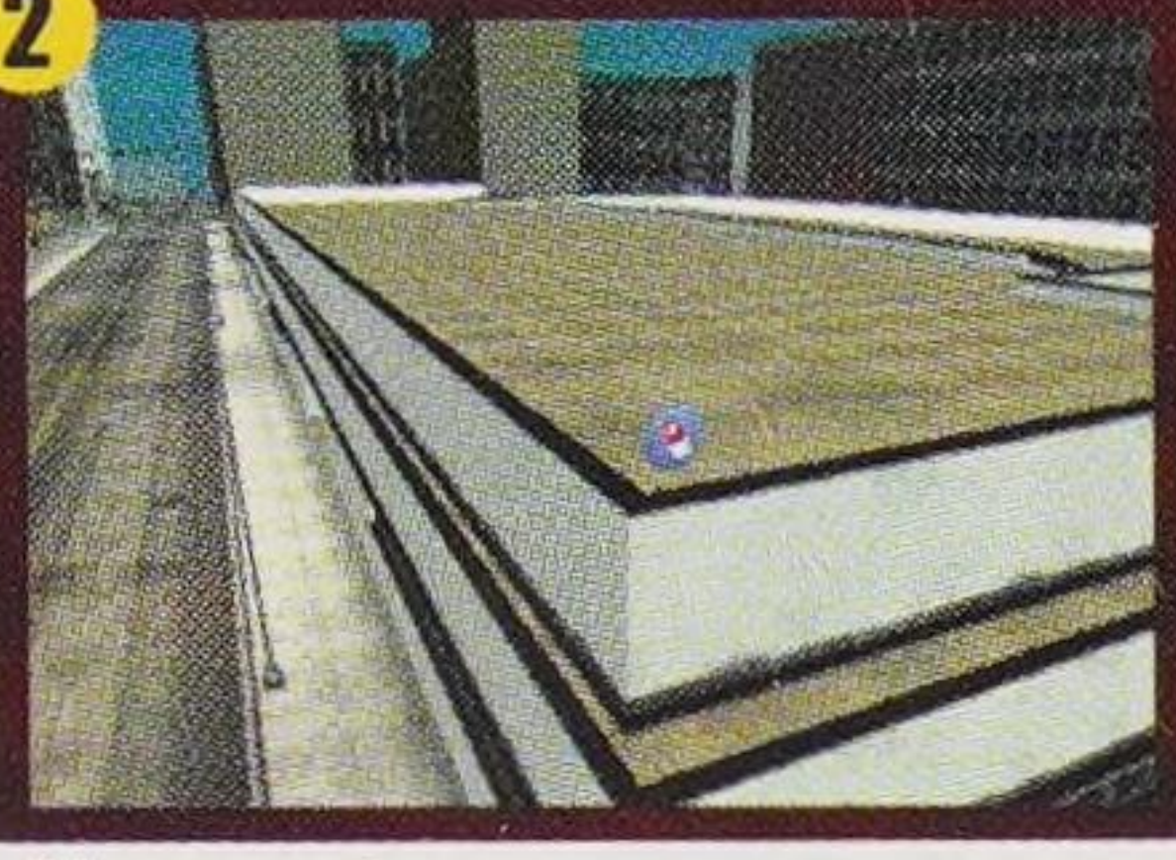
STAUNTON ISLAND ADRENALINE

1



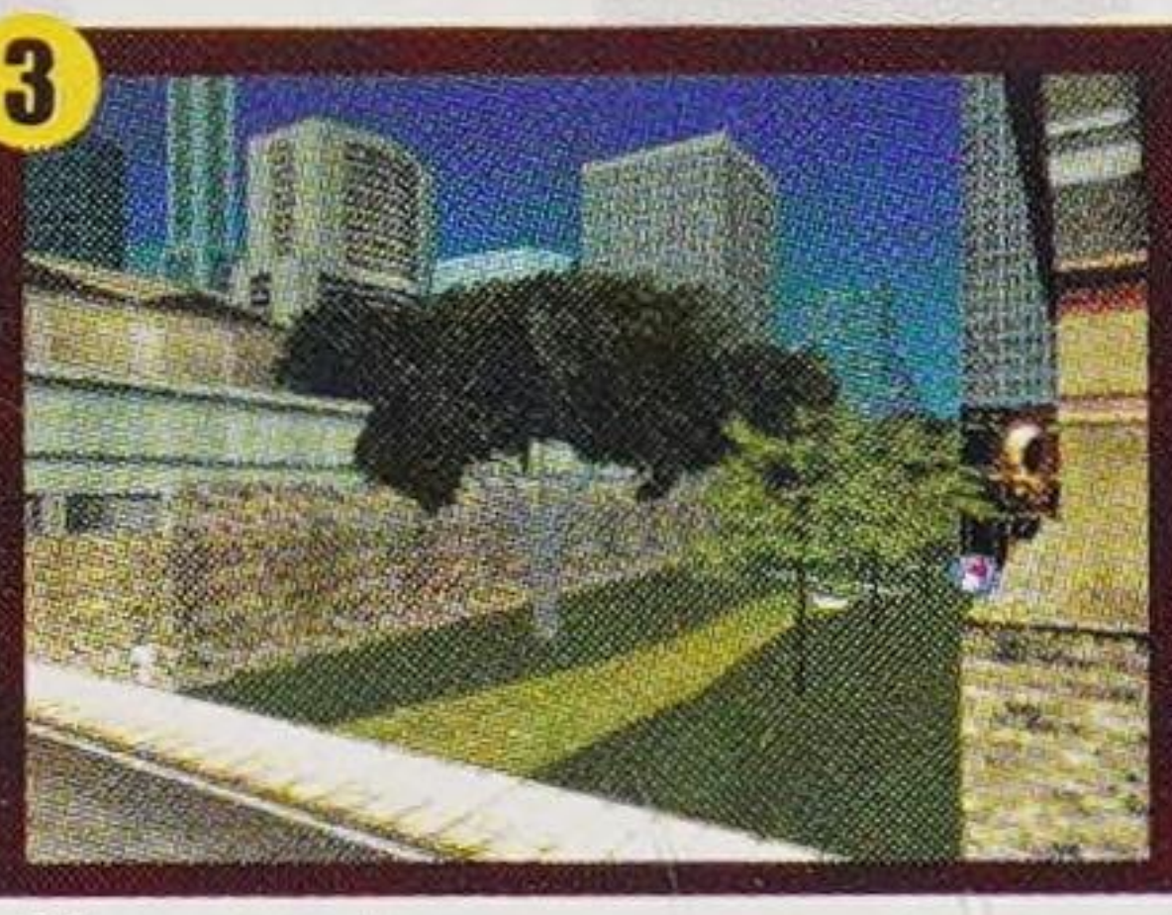
Fort Staunton
In a fountain on the sidewalk.

2



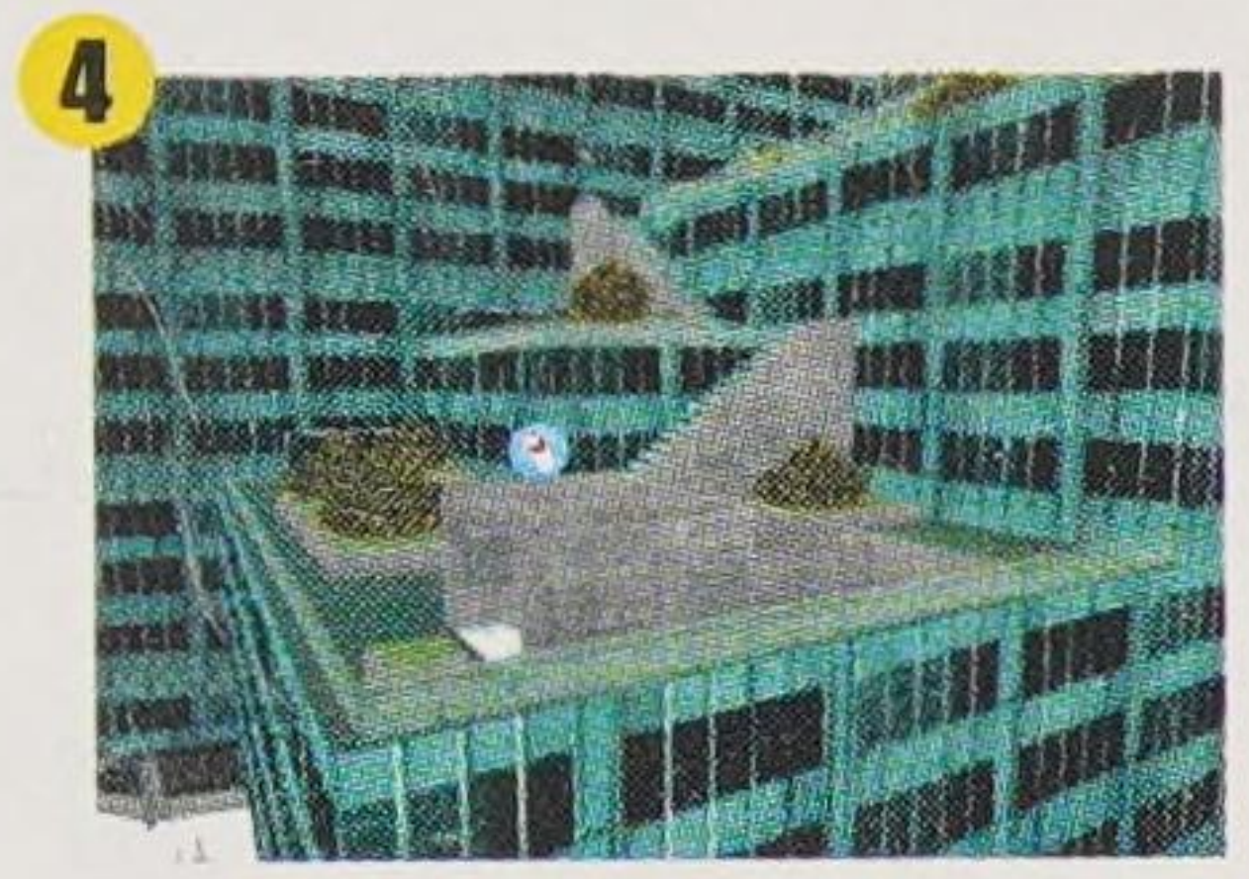
Newport
On top corner of large white carpark near your safe house.

3



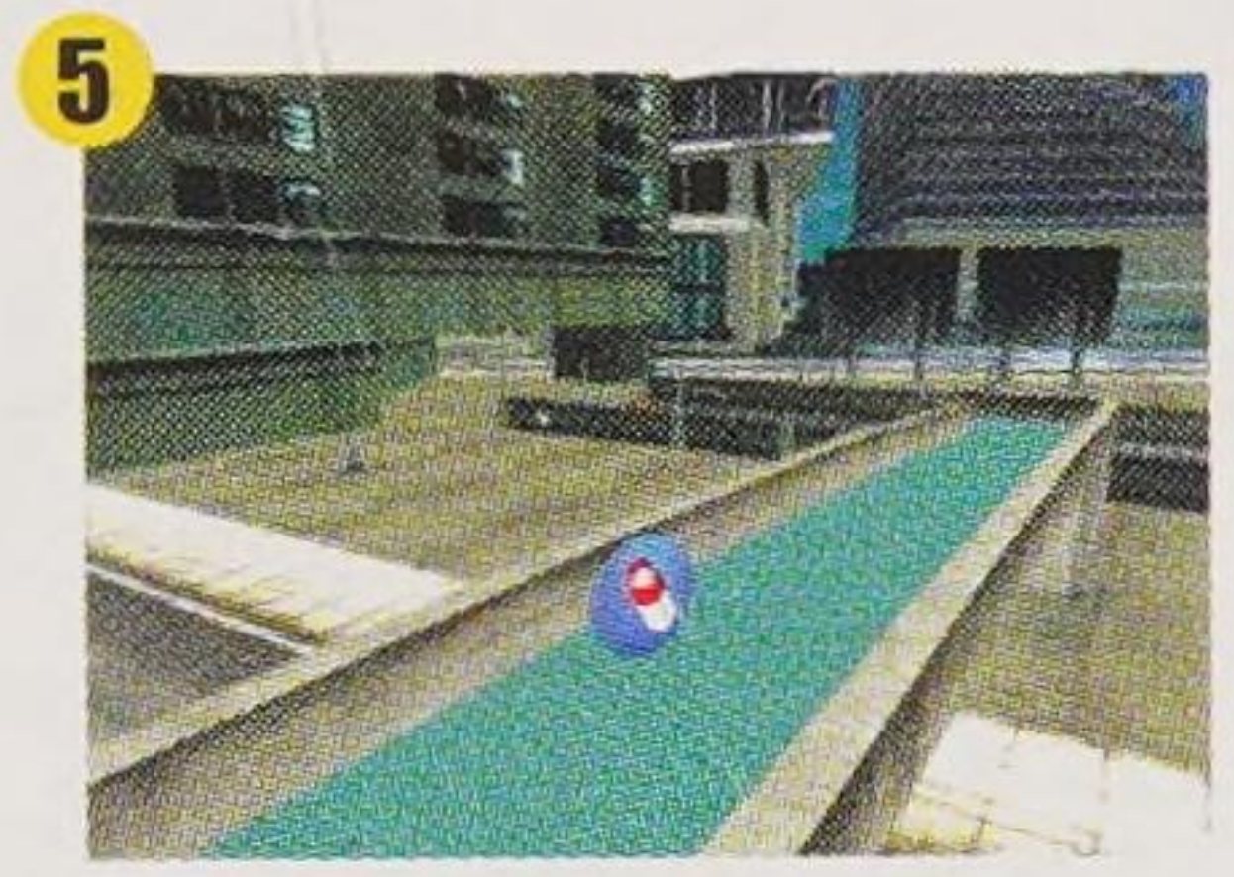
Newport
On the edge of a short wall; accessed by walking up on the lower end of a ledge on the northwest side of the building.

4



Torrington
On the second from the last tier of the AM building with a sidewalk access stairwell. Look on top of the stairwell shelter.

5



Torrington
On top of the pedestrian bridge.

SHORESIDE VALE ADRENALINE

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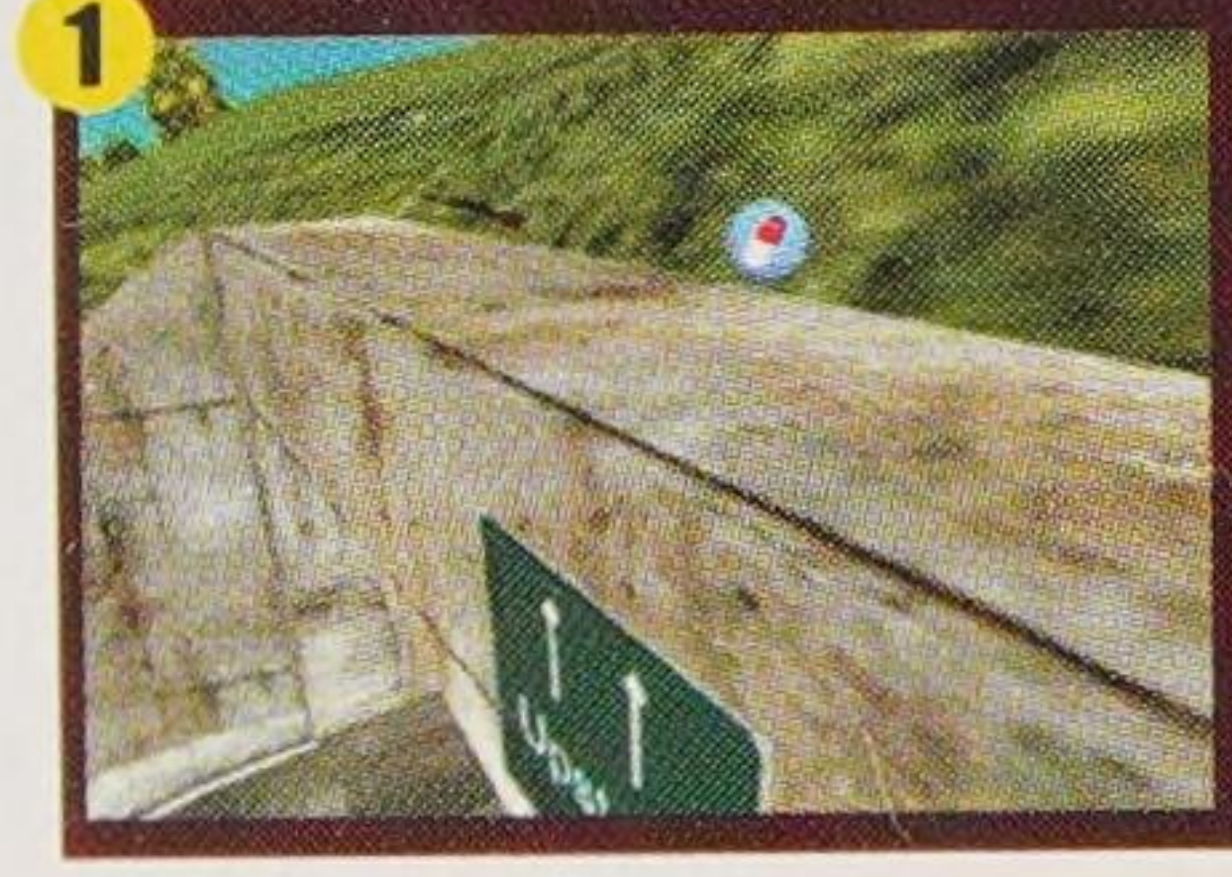

Cochrane Dam
On top of tunnel entrance next to Sniper Rifle.

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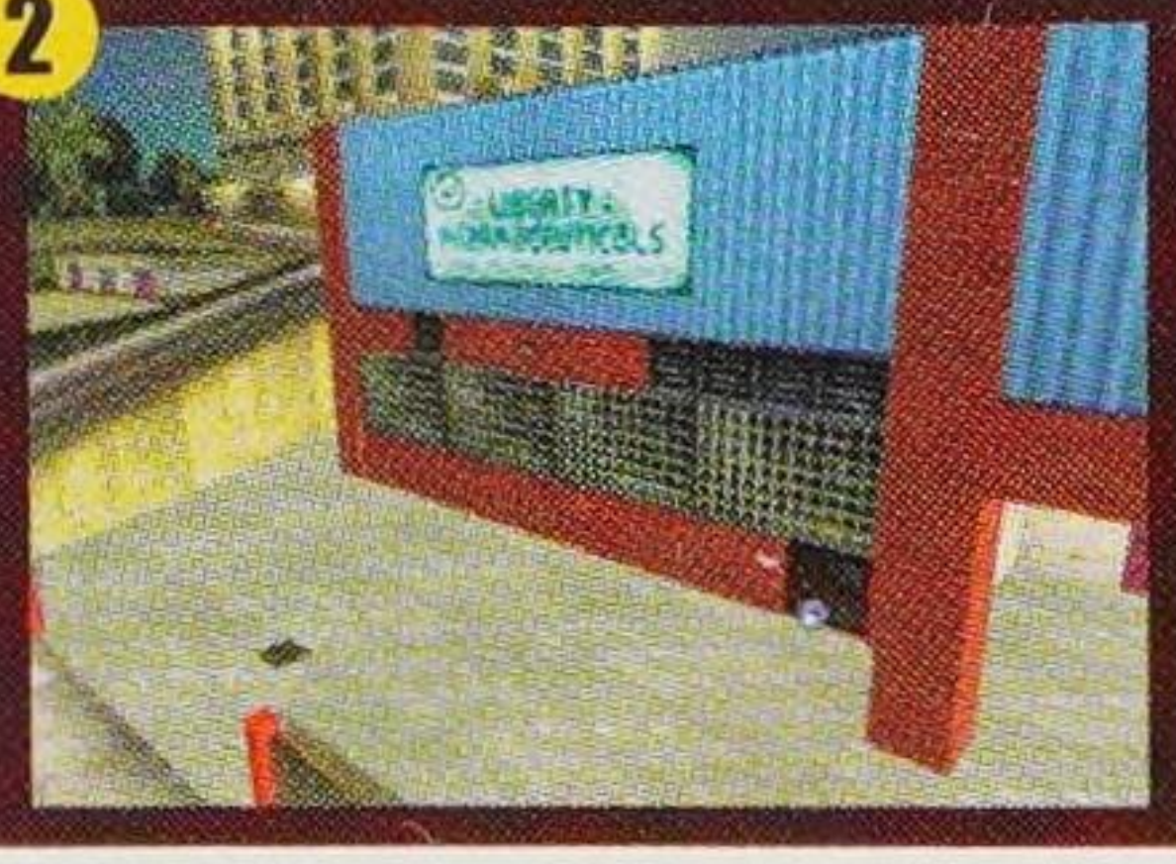
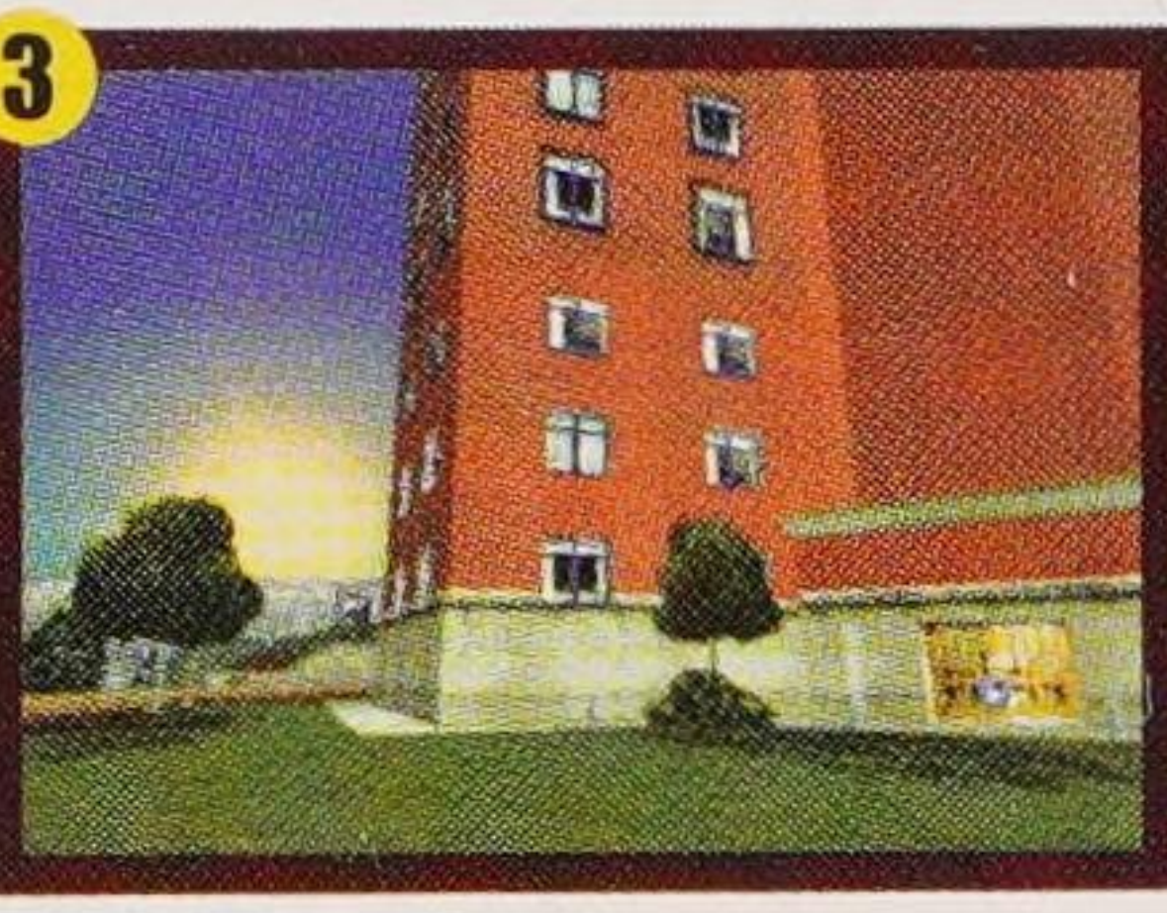


Pike Creek
In front of Liberty Pharmaceuticals entrance.

3



Wichita Gardens
In apartment doorway.

LIBERTY CITY MAPS

STAUNTON ISLAND
SHORESIDE VALE
PORTLAND
COCHRANE DAM
CEDAR RIDGE OBSERVATORY
CEDAR GROVE
PIKE CREEK
WICHITA GARDENS
FRANCIS INTERNATIONAL AIRPORT
SHORESIDE LIFT BRIDGE
ASPATRIA
ROCKFORD
FORT STAUNTON
LIBERTY CAMPUS
NEWPORT
BELLEVILLE PARK
CALLAHAN BRIDGE
TORRINGTON
BEDFORD POINT
HARWOOD
ST. MARKS
HEPBURN HEIGHTS
RED LIGHT DISTRICT
PORTLAND BEACH
PORTLAND
PORTLAND VIEW
CHINATOWN
TRENTON
PORTLAND HARBOR
CALLAHAN POINT
ATLANTIC QUAYS
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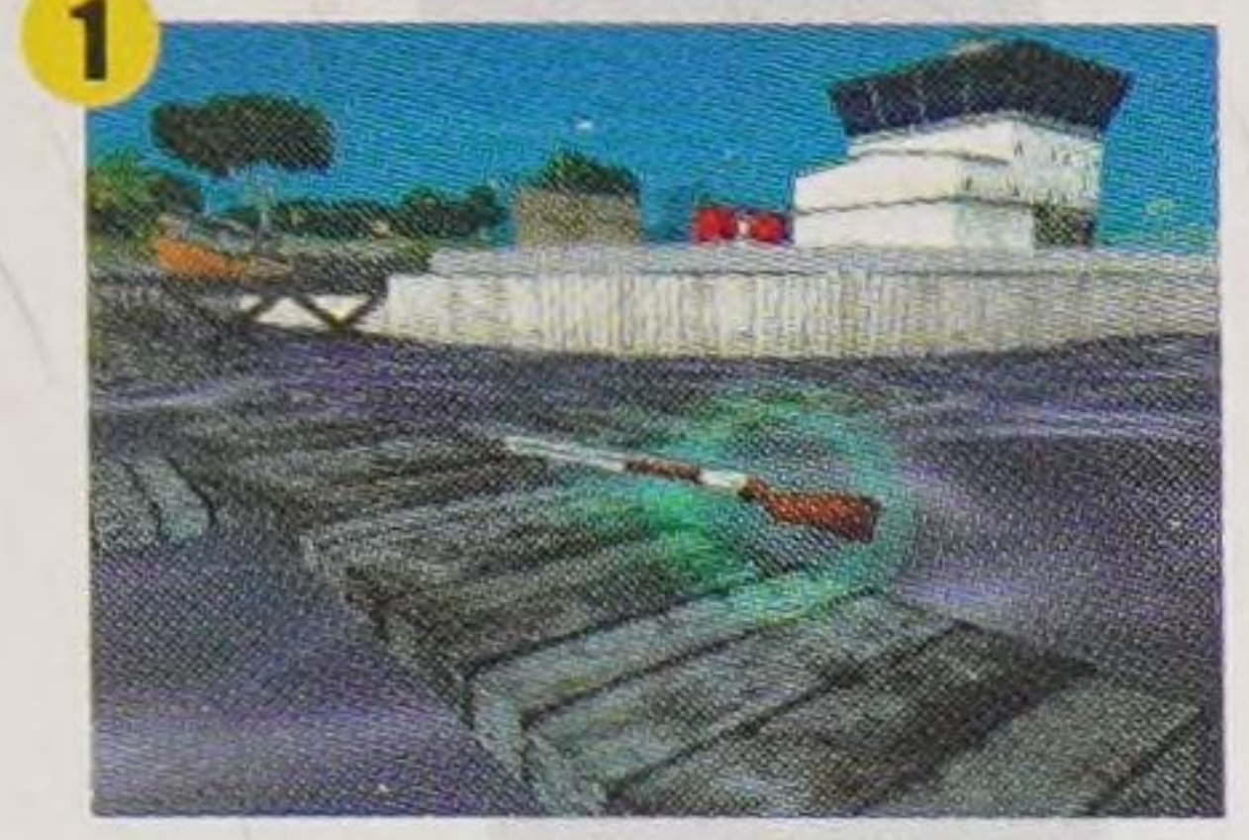
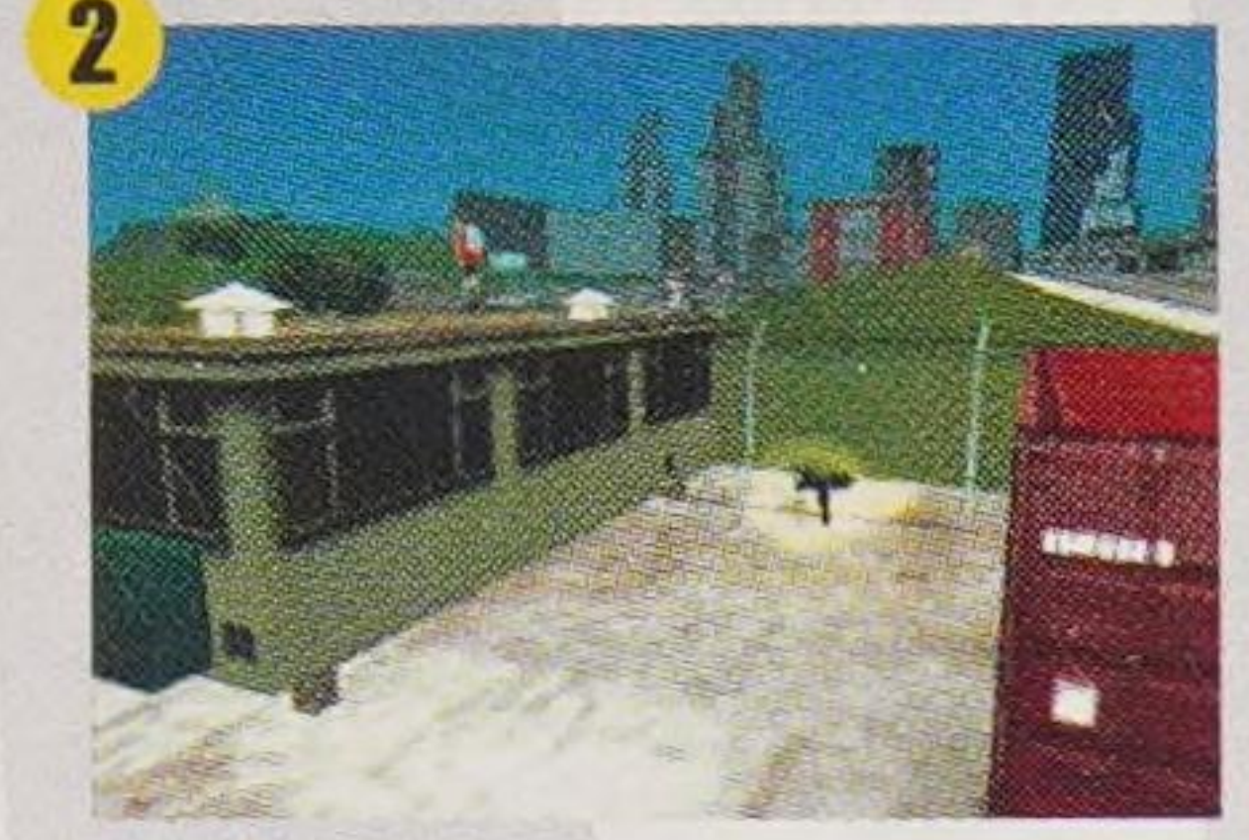
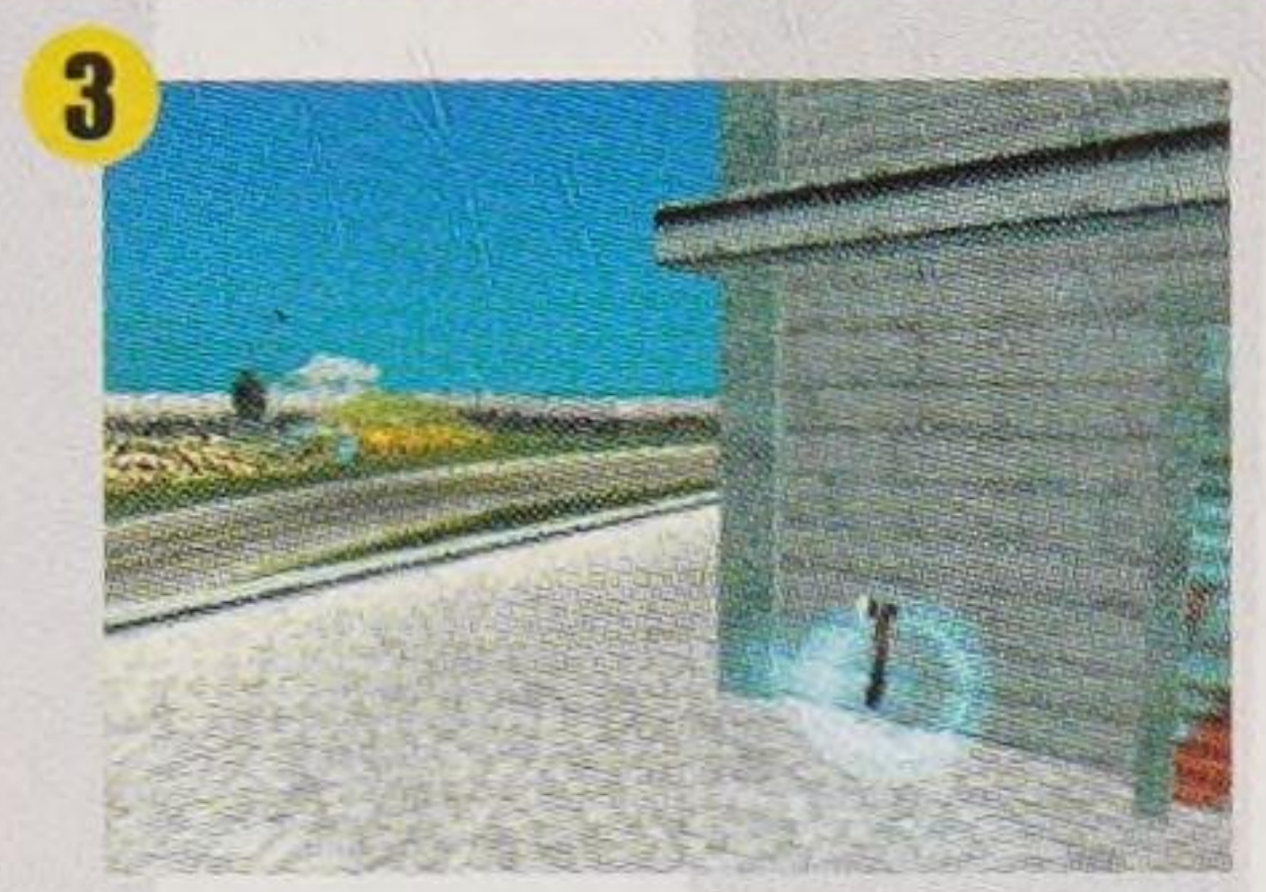
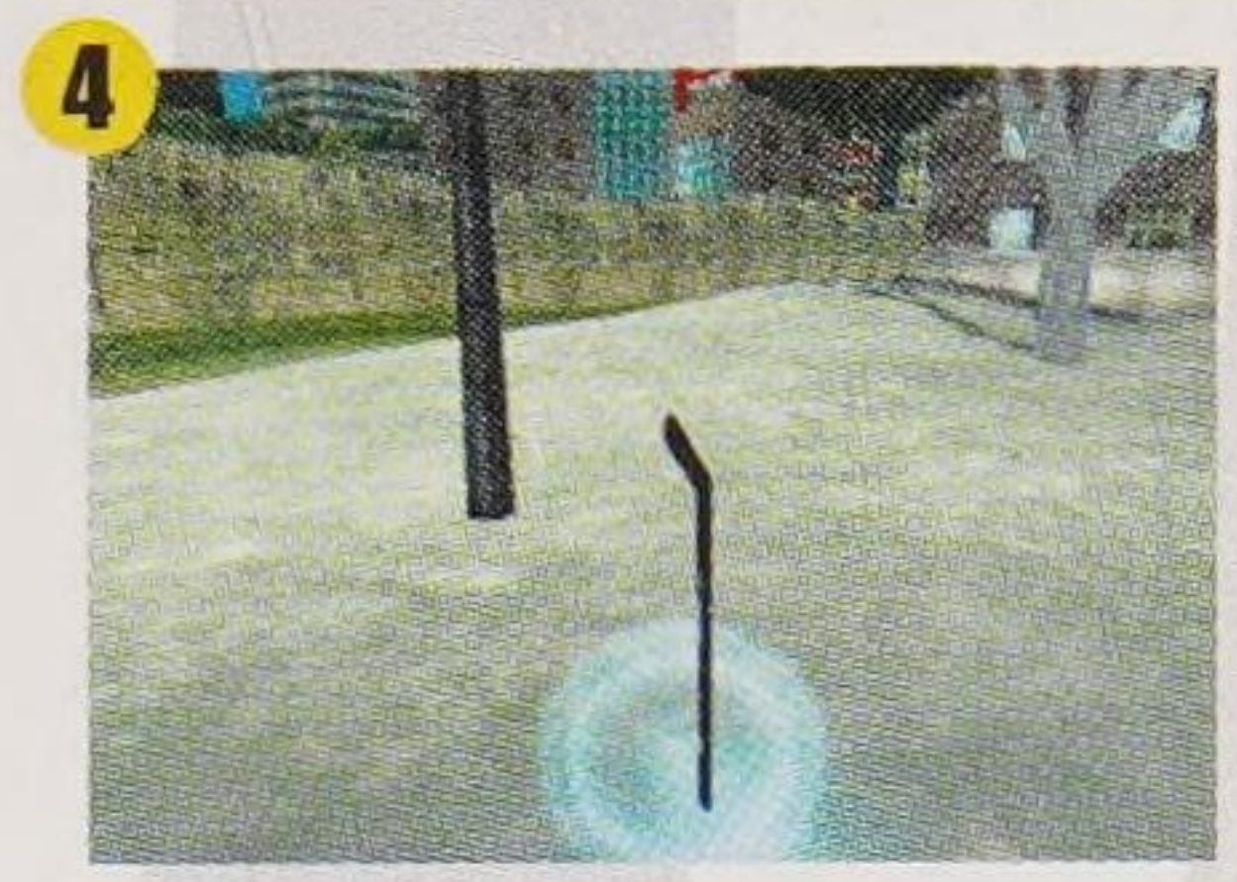
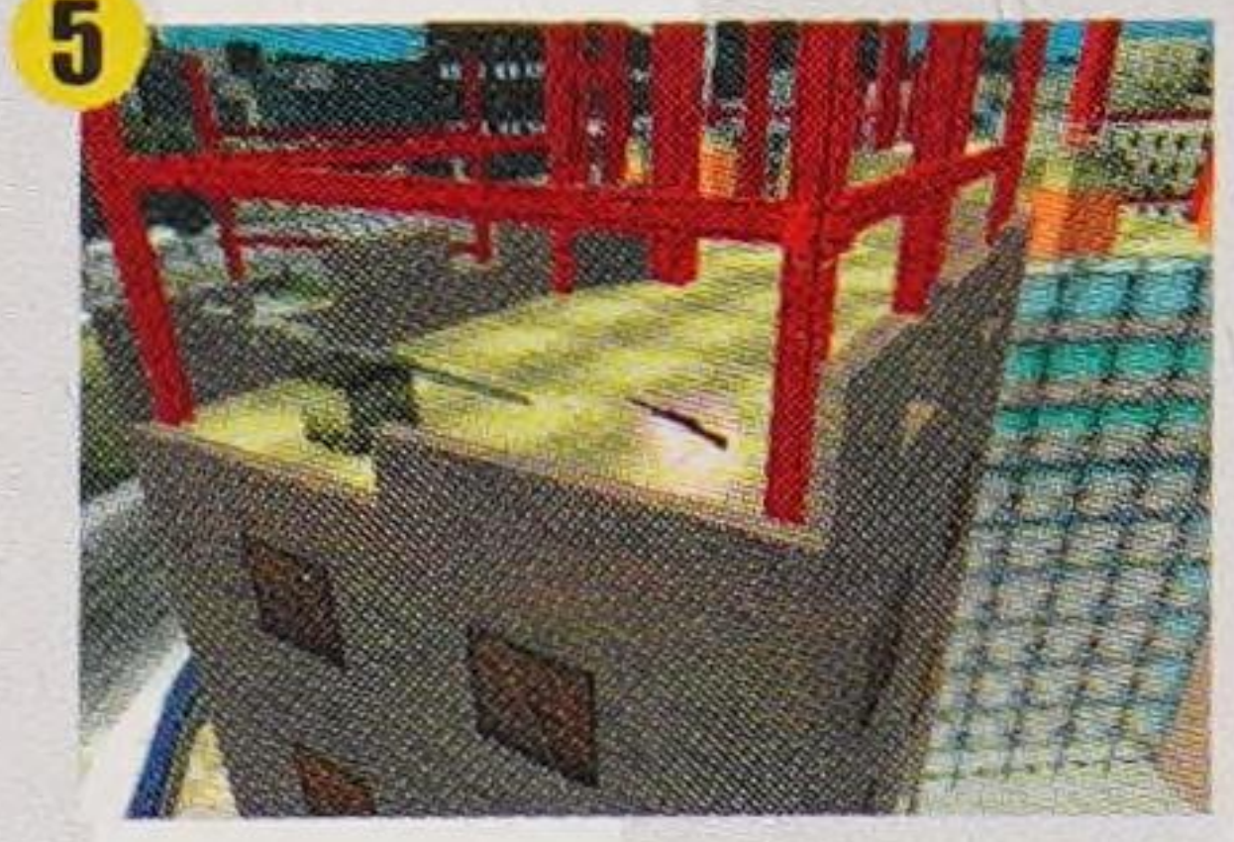
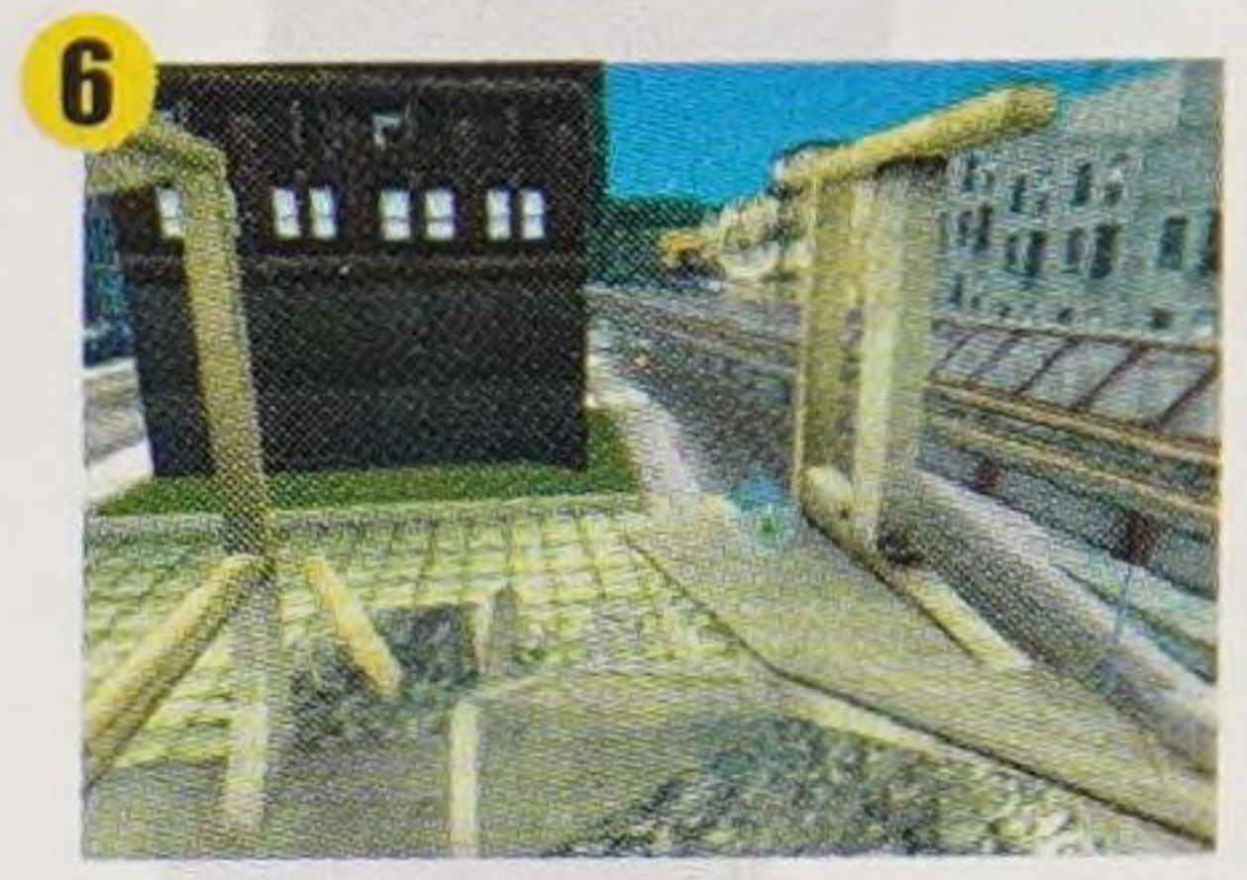

Shotgun
On the end of the floating pier at the ferry port.

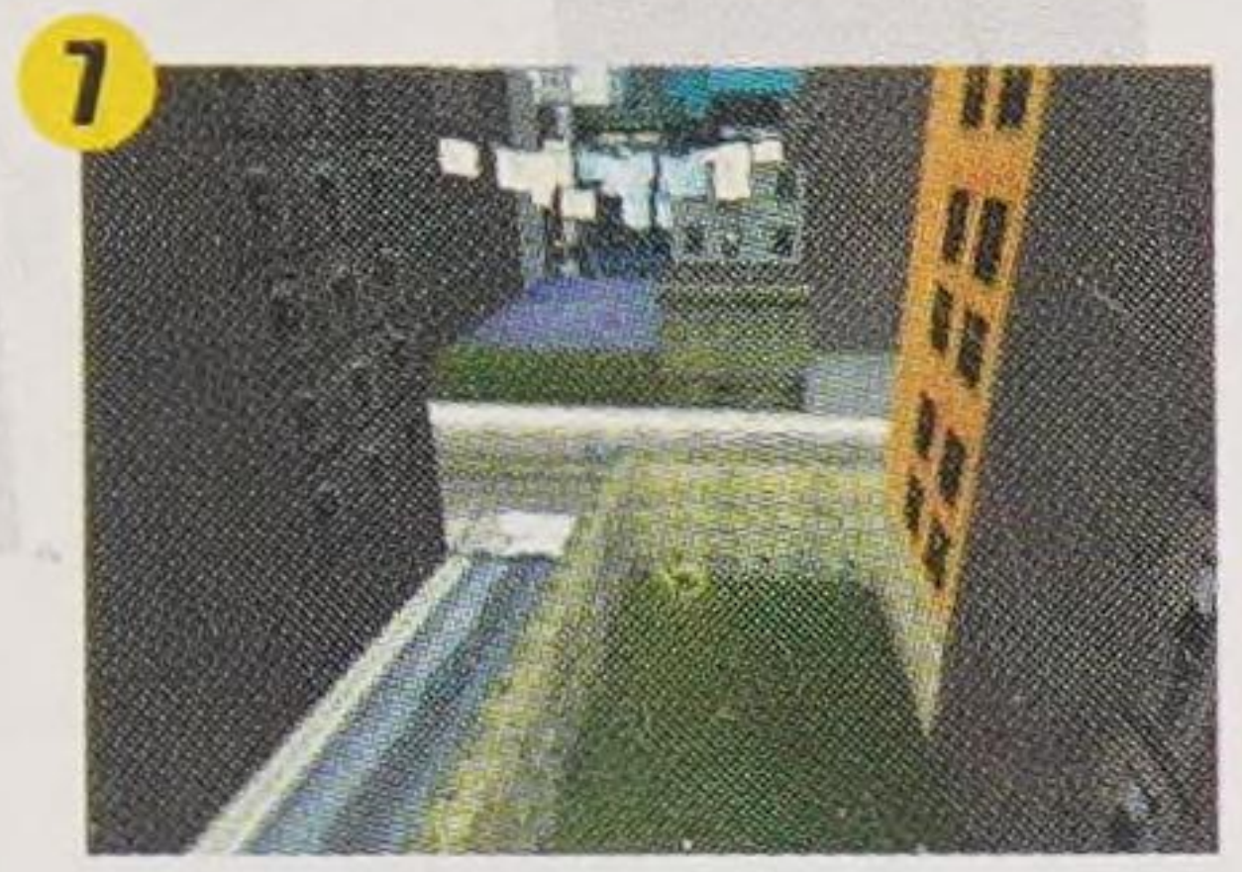
2

Ingram
North of the car crusher, behind a fence, and between a portacabin and a red shipping container.

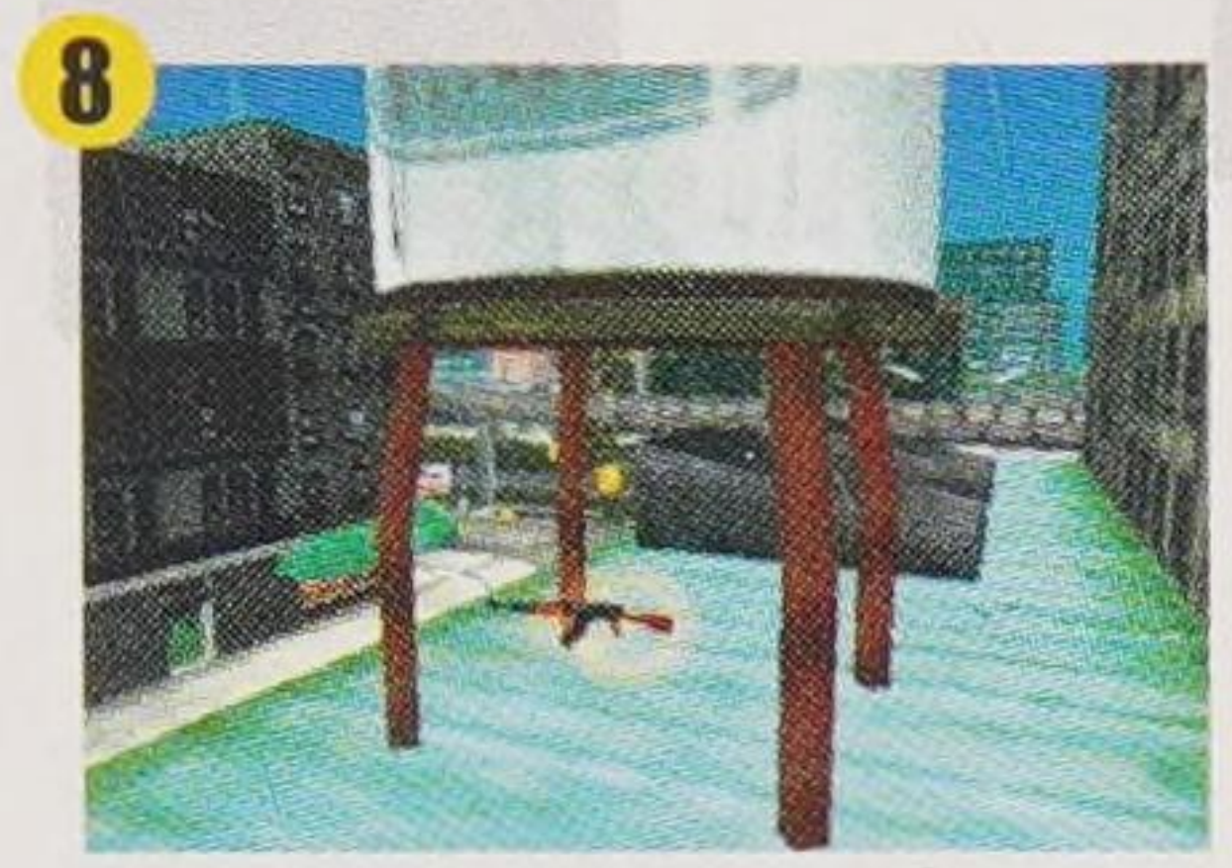
3

Axe
Behind the fire station.

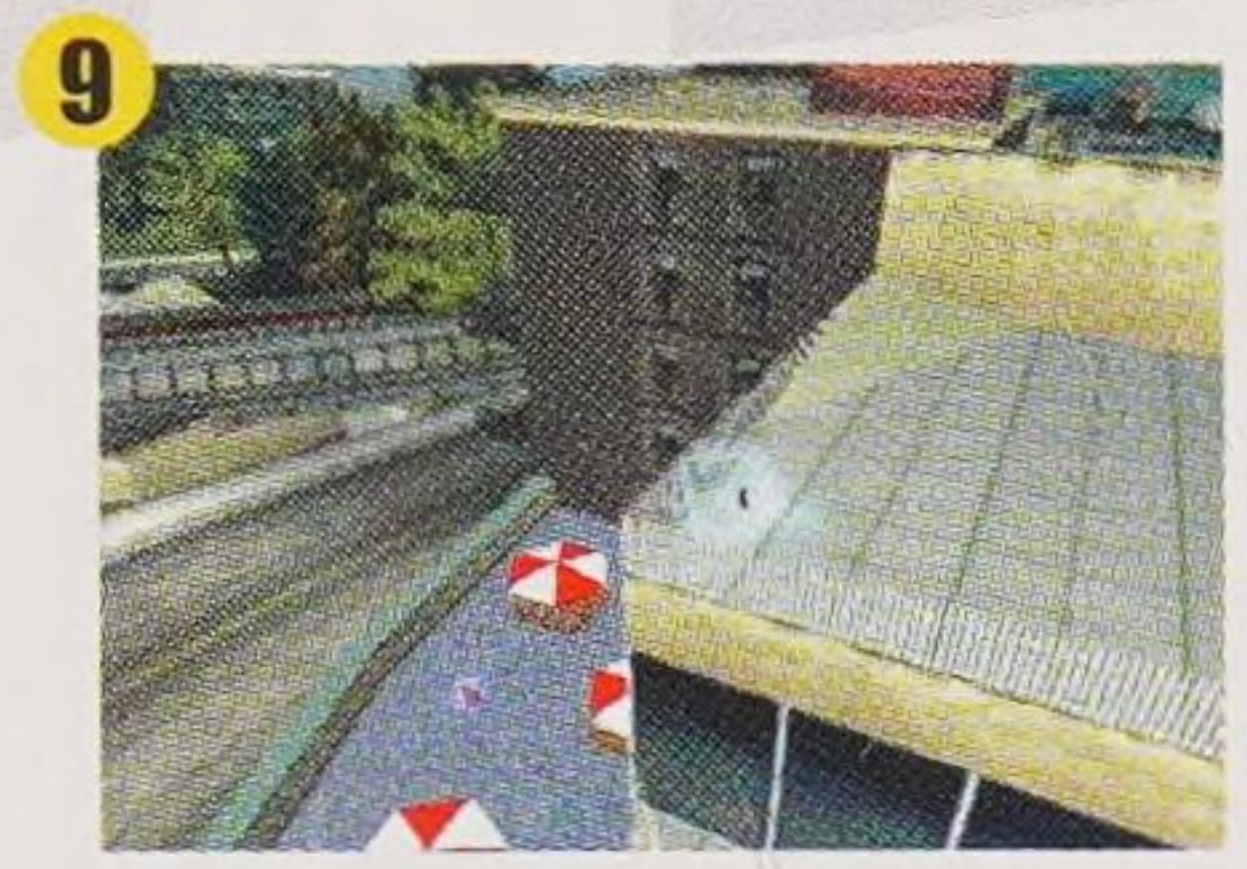
4

Hockey Stick
In a nook of the apartment building west of the construction site.

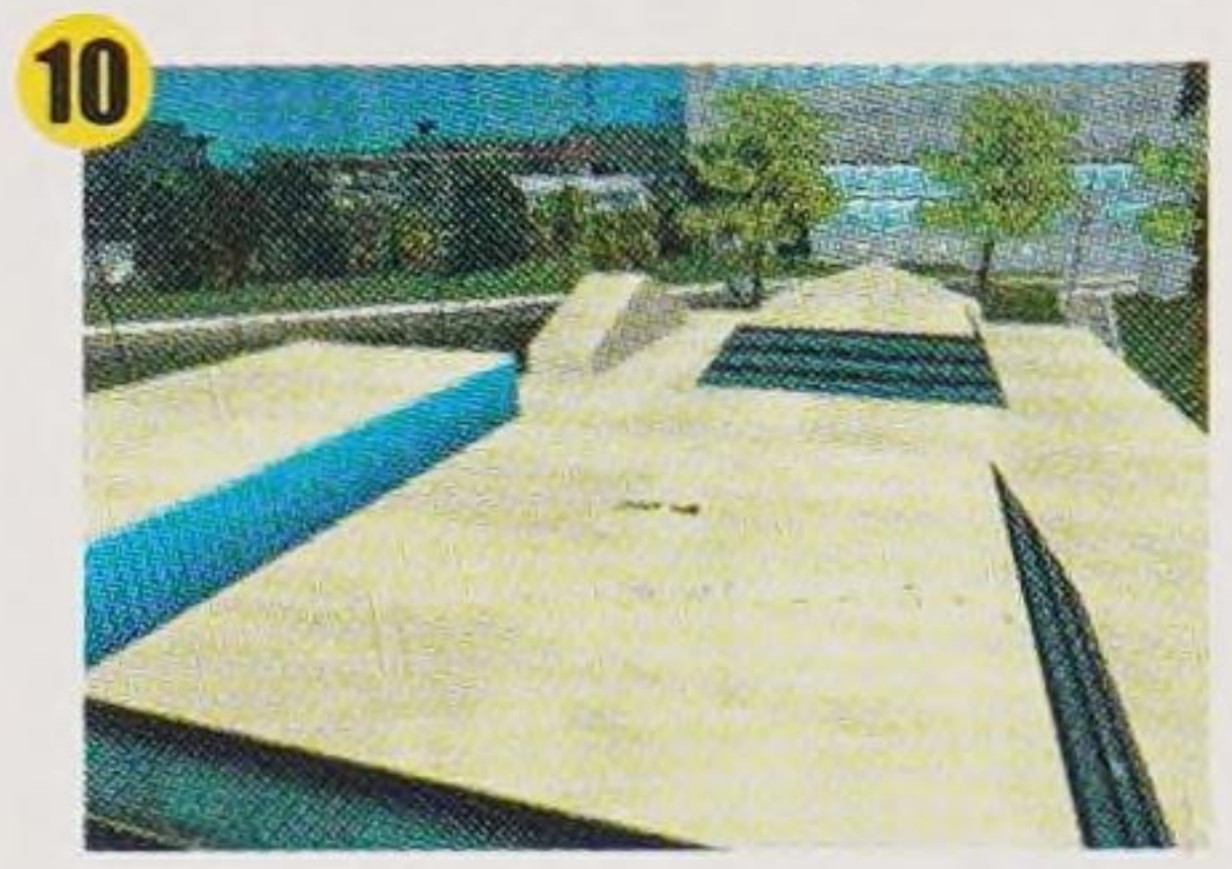
5

Sniper Rifle
On the north wing of the building under construction in the construction site. Use the Dolls House Unique Stunt Jump to reach the rooftop.

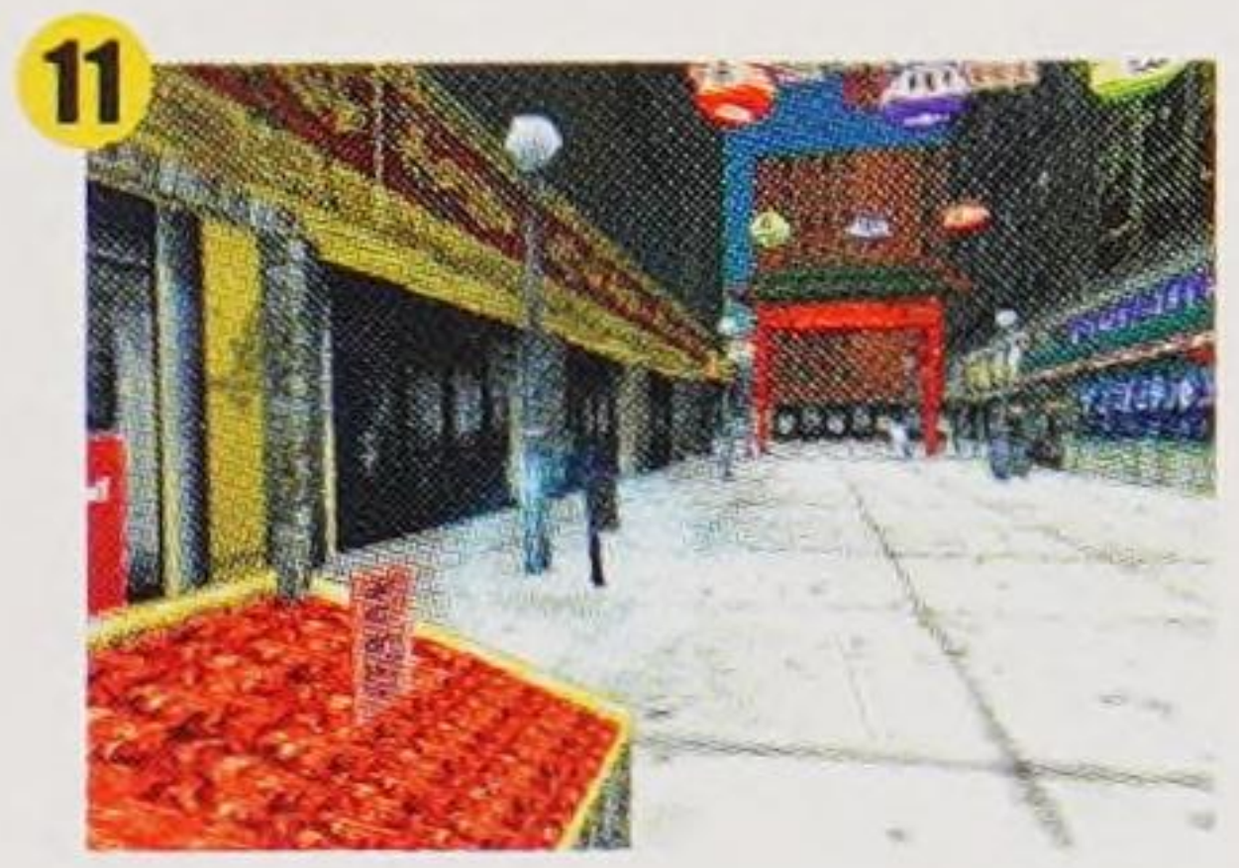
6

Molotovs
In the rubble of the destroyed Dolls House.

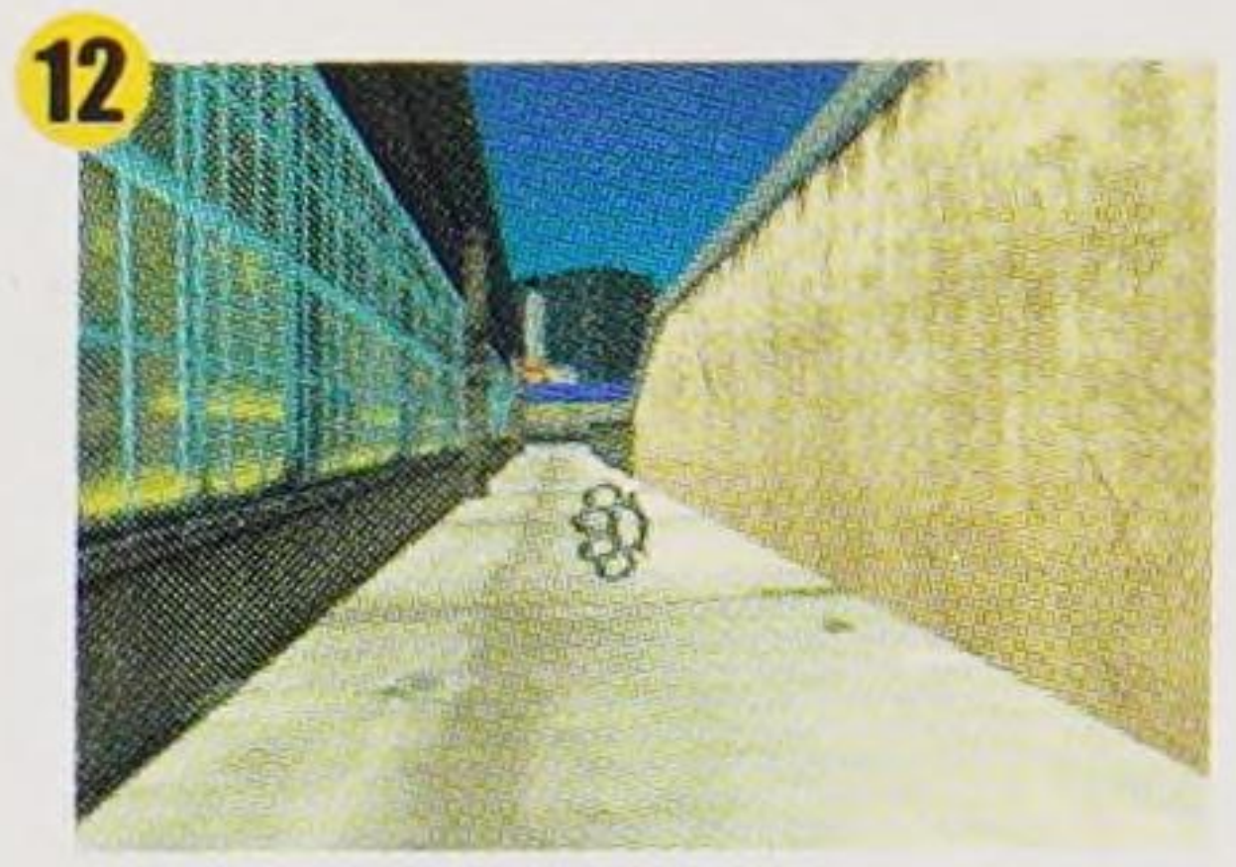
7

Tec-9
In the westernmost yard that's accessible via the long, inclined alleyway in Saint Mark's.

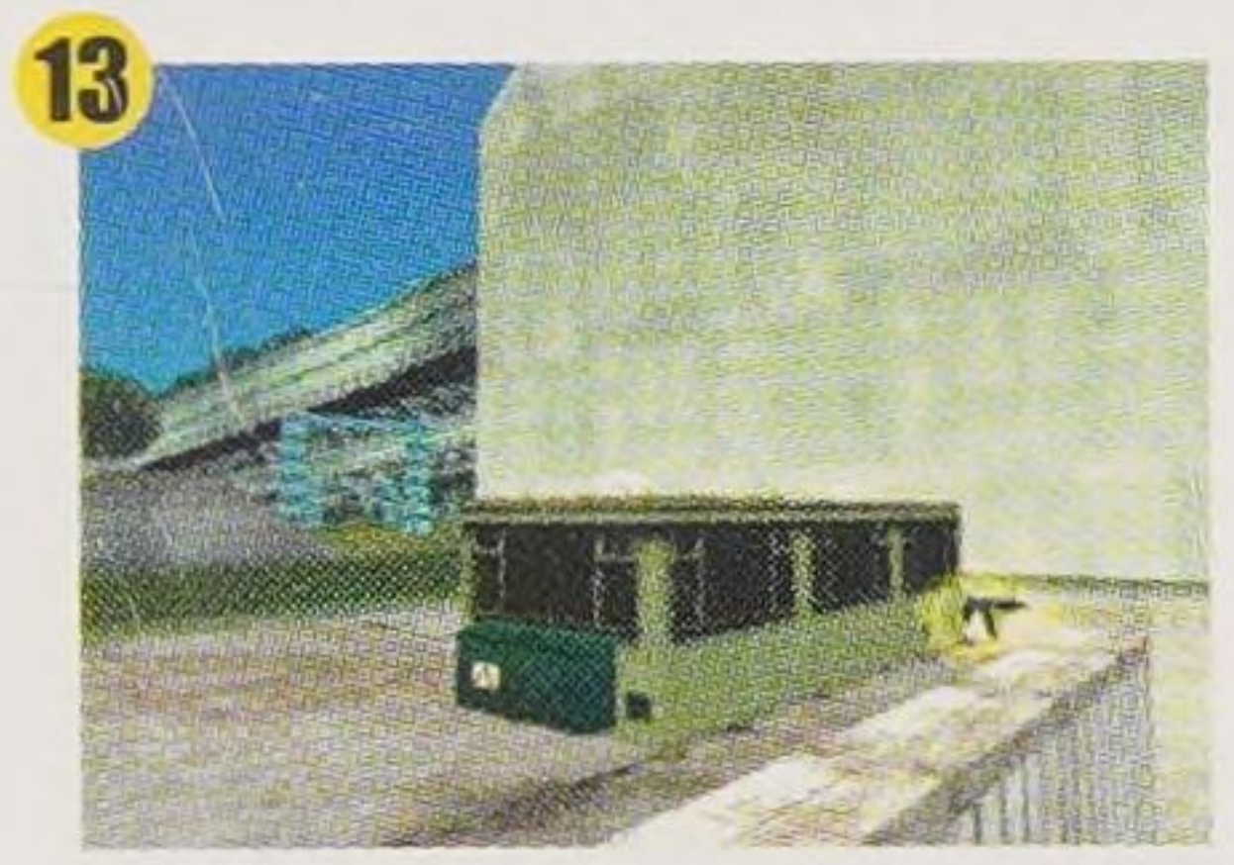
8

AK-47
Under the water tower on the rooftop of the building that's accessible from JD's alley stairs. Jump from one rooftop to the next to reach it.

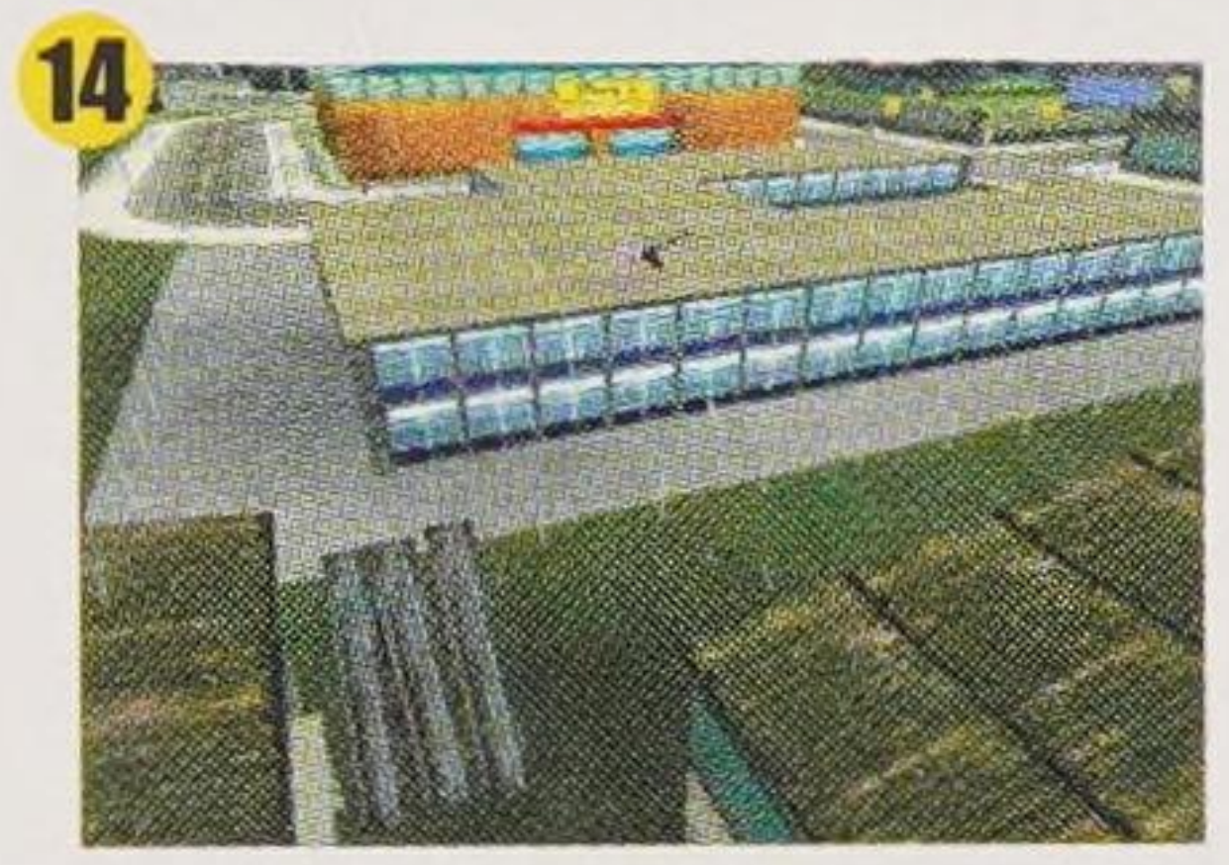
9

Knife
On the top patio of Marco's Bistro.

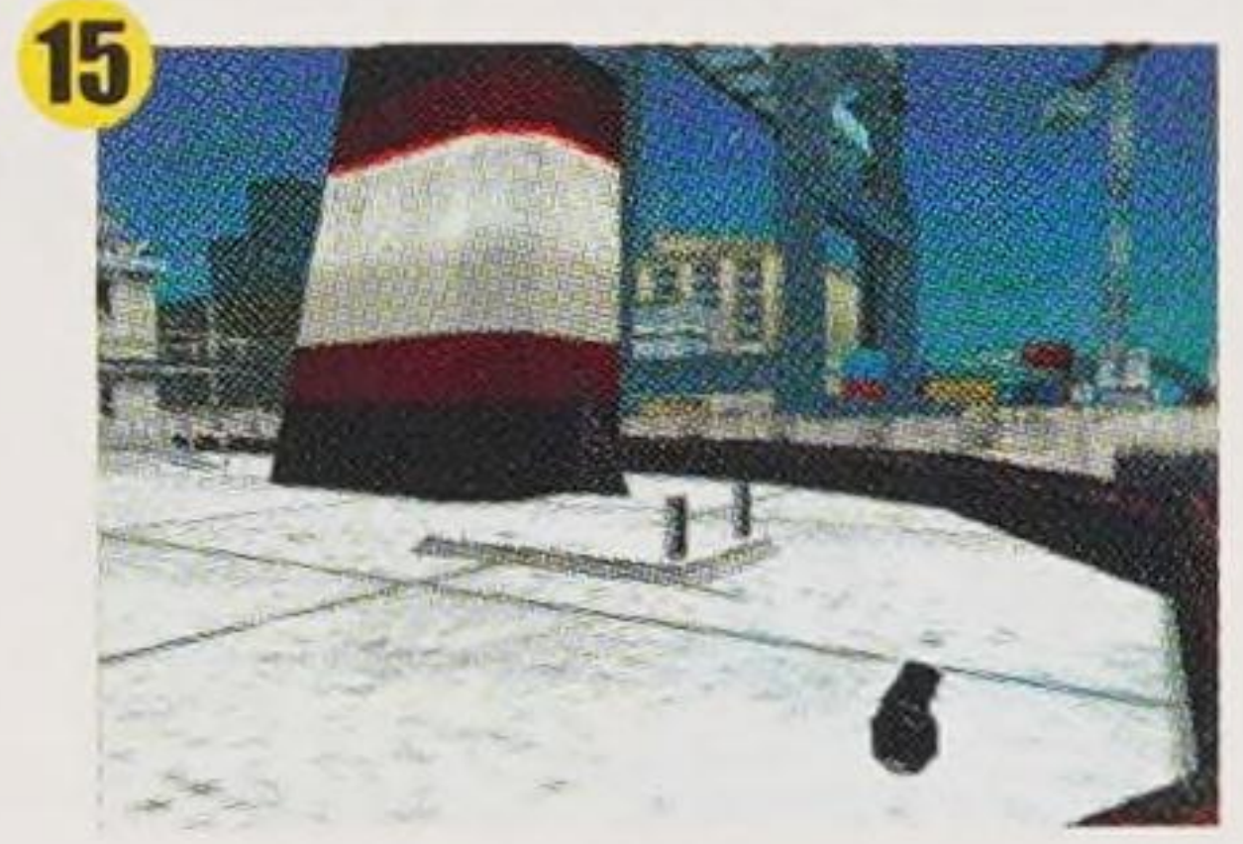
10

Shotgun
On the rooftop of the Supa-Save. Jump down onto the rooftop from the El Train track.

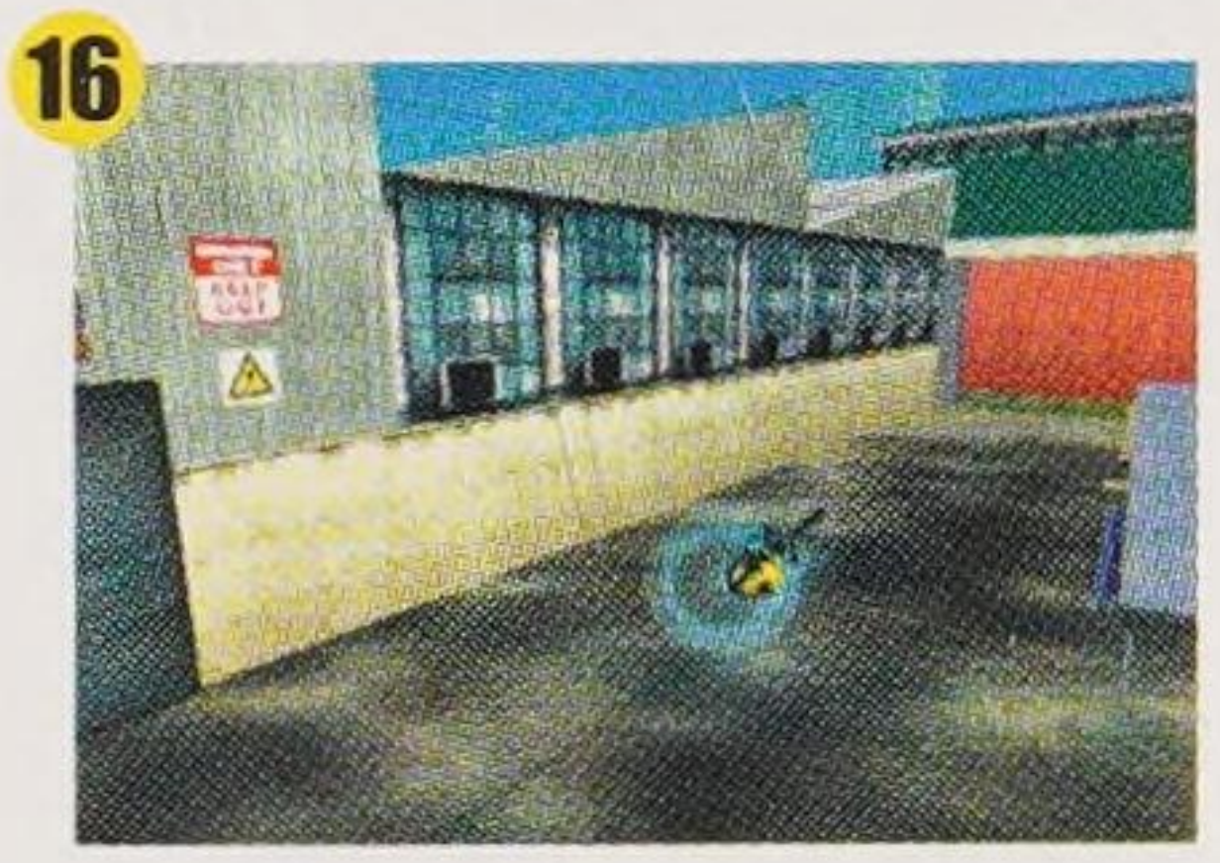
11

Cleaver
Next to a food stand in the Chinese market.

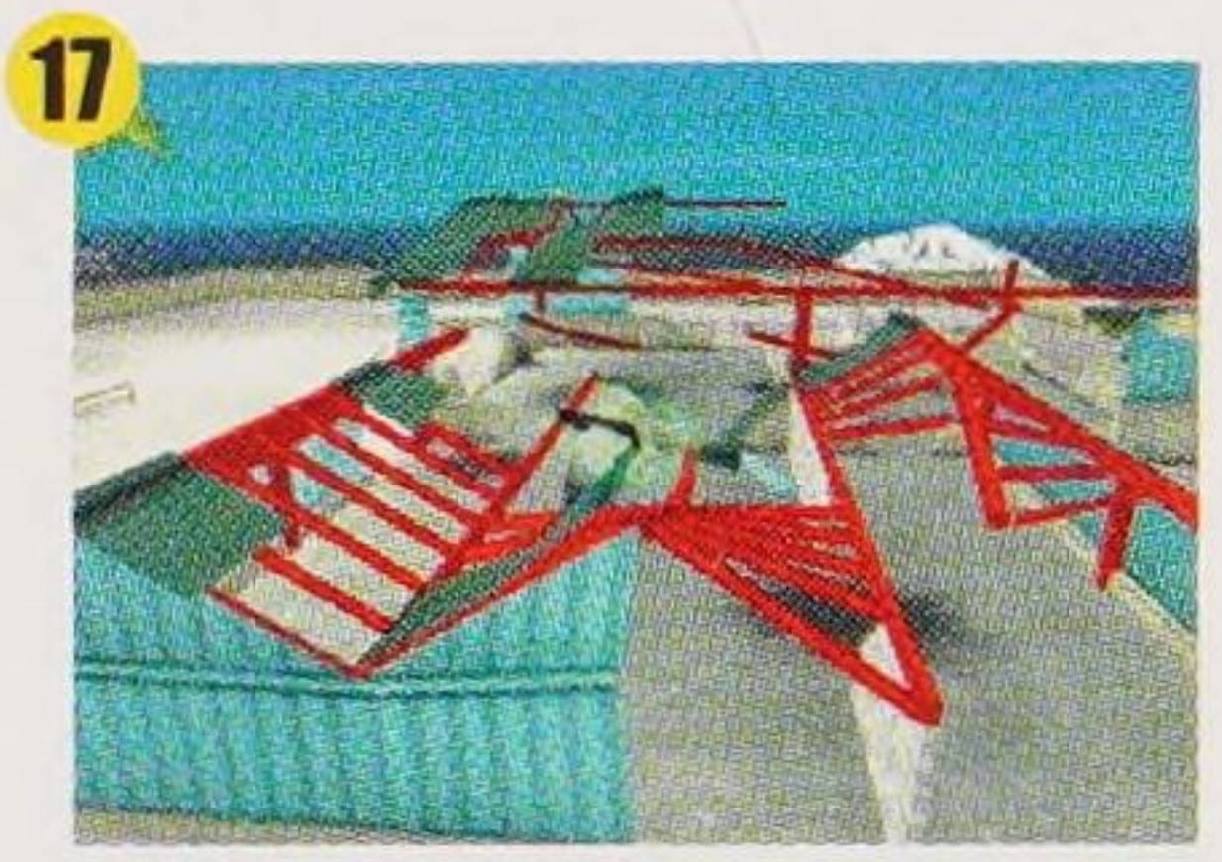
12

Brass Knuckles
In the alley beside Mean Street Taxis.

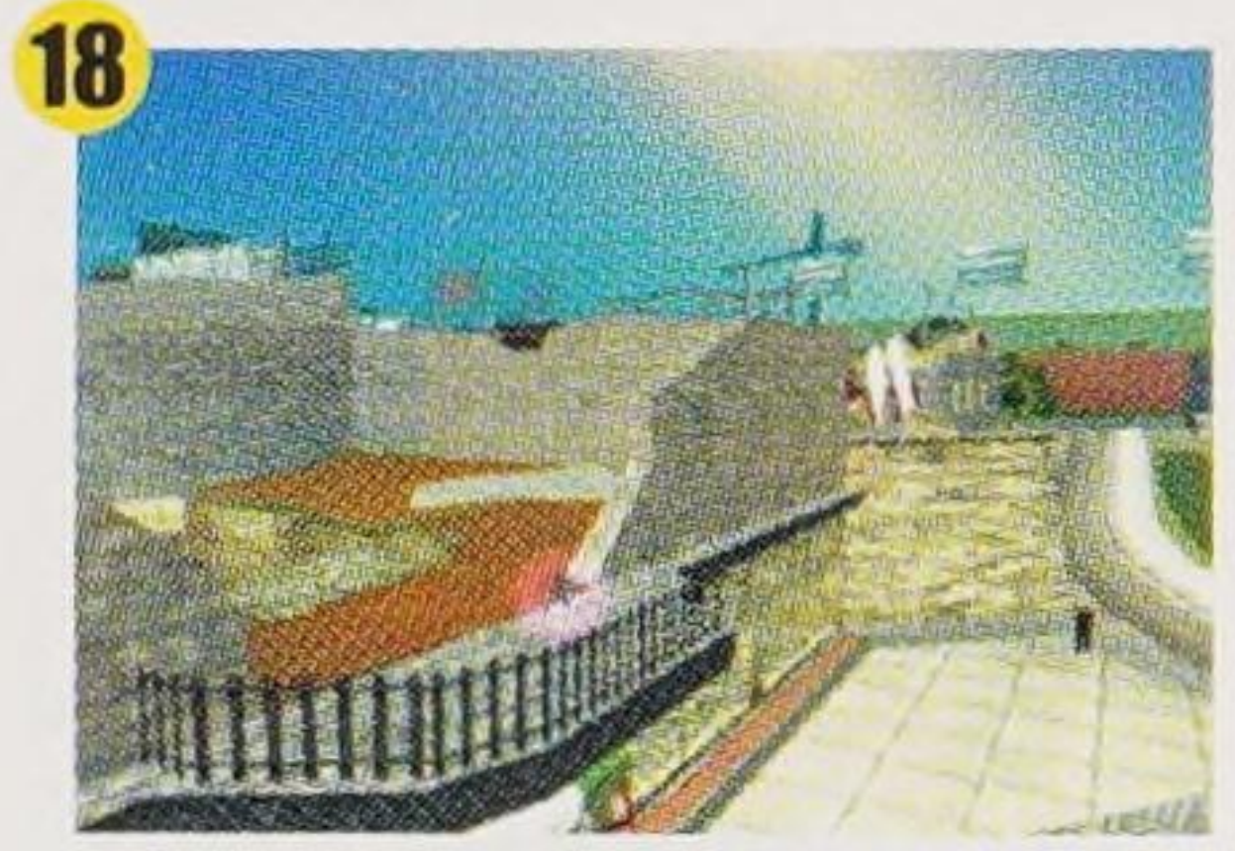
13

Uzi
Behind the portacabin on the boardwalk next to the Callahan Bridge.

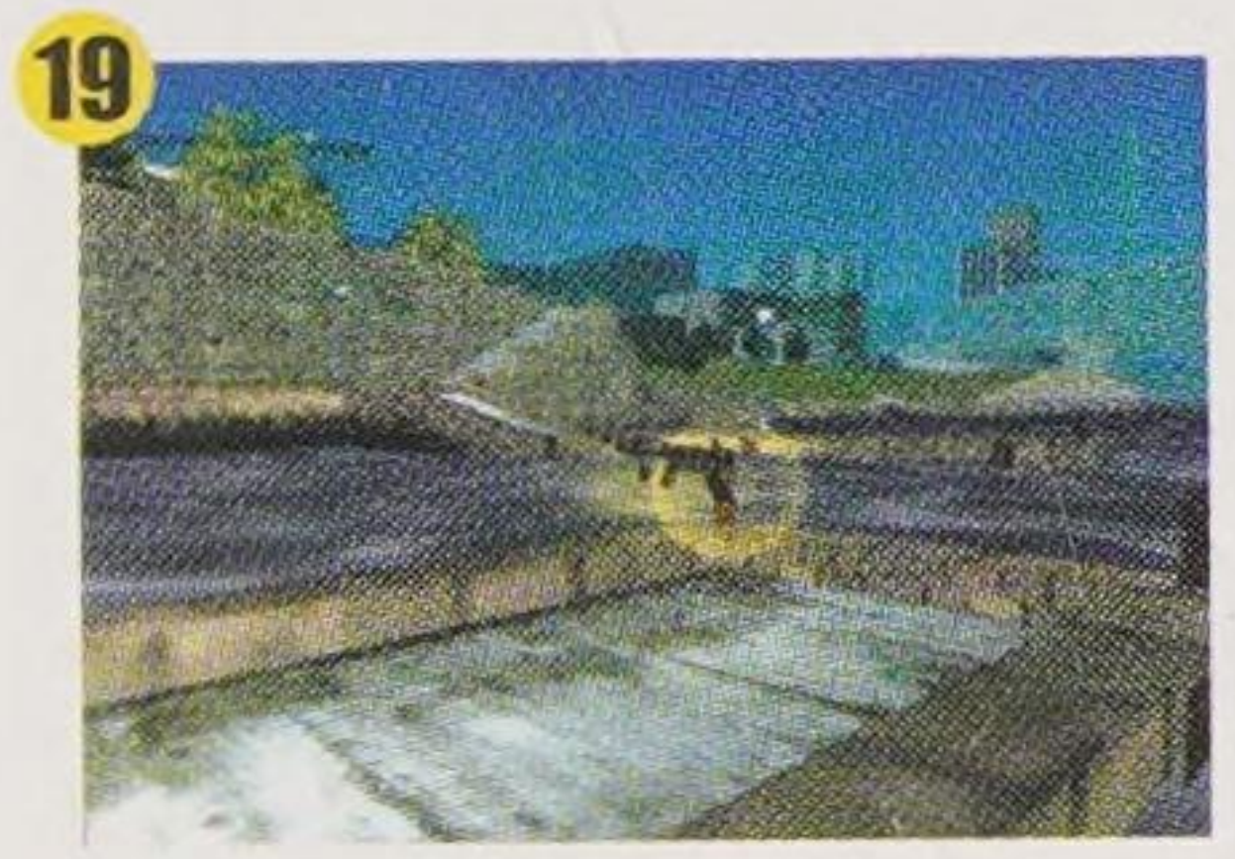
14

Flamethrower
On top of the AM petroleum building. Use the ramp in the nearby alley to jump the chain link fence and land on the rooftop.

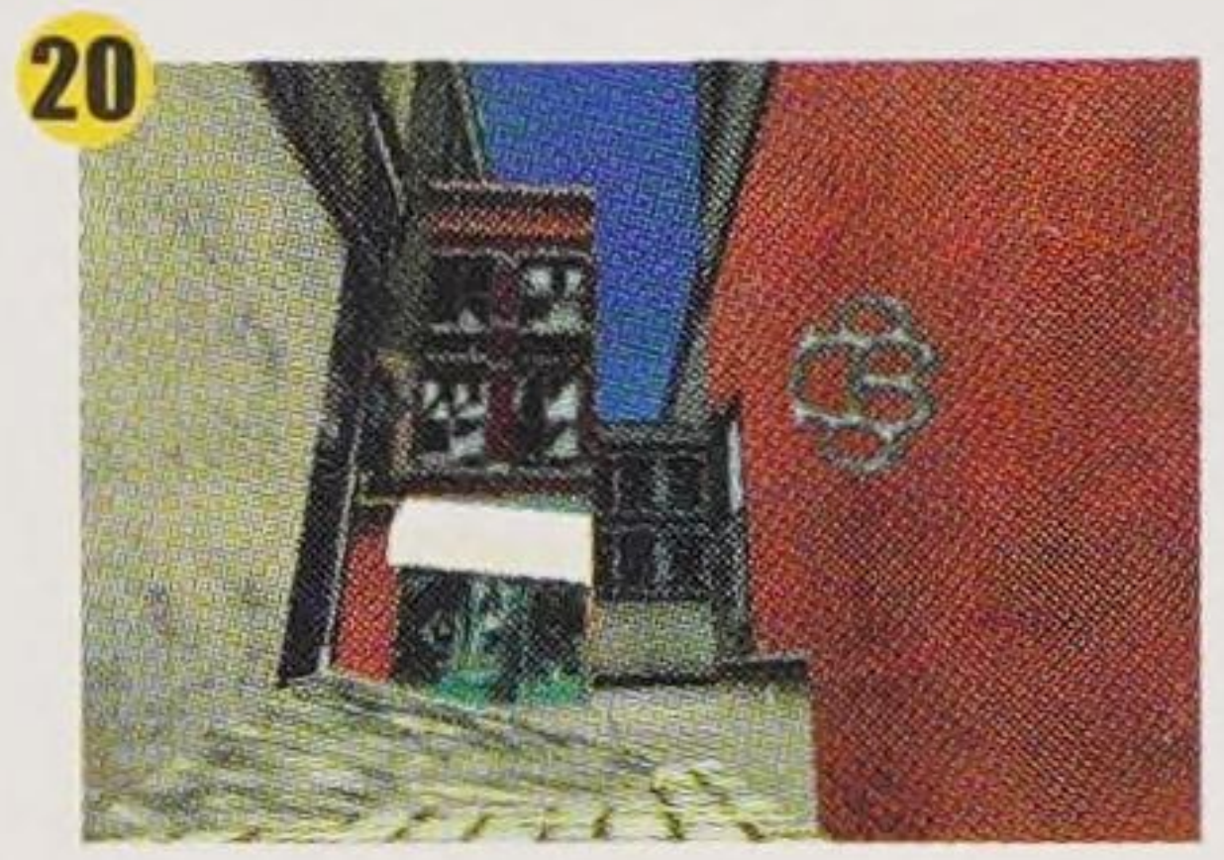
15

Grenades
On the stern (back) of the tanker in Portland Harbor.

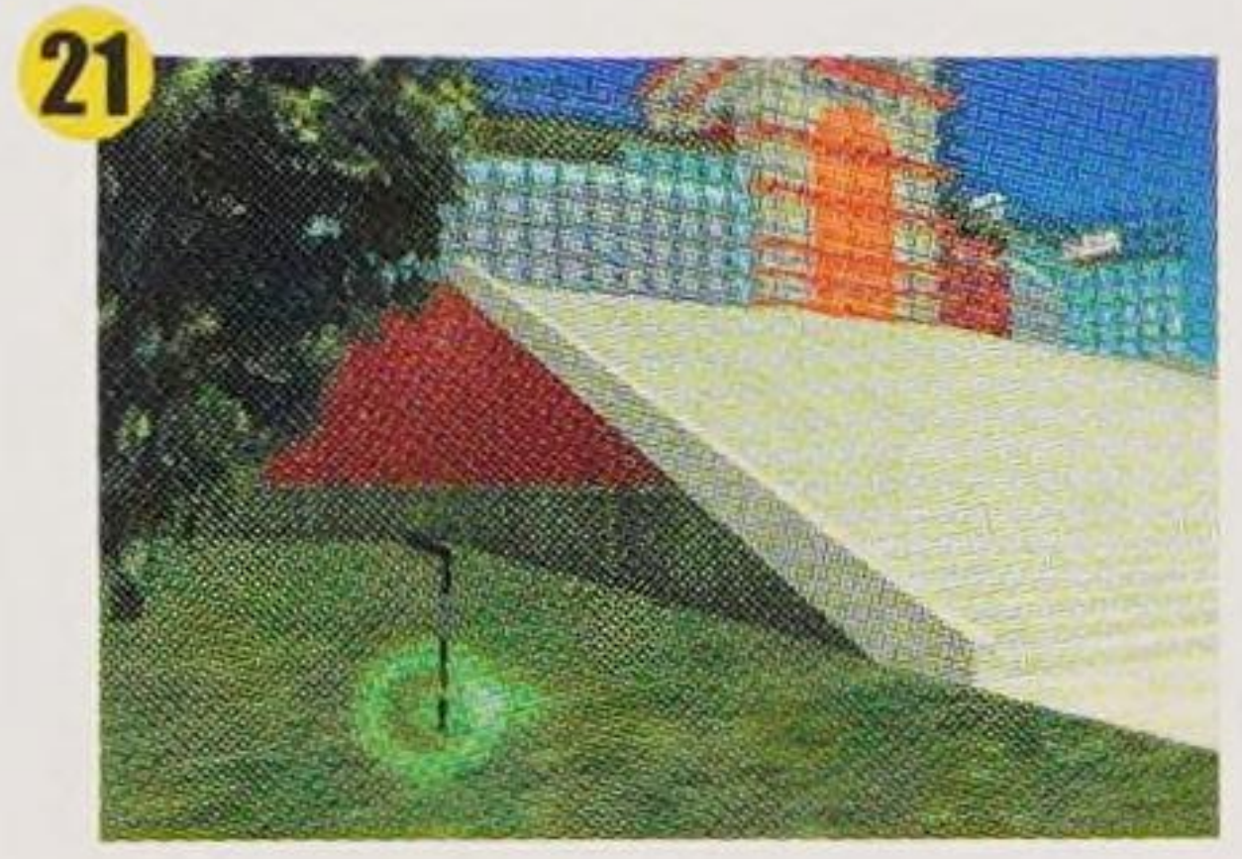
16

Chainsaw
Behind the Sawmill.

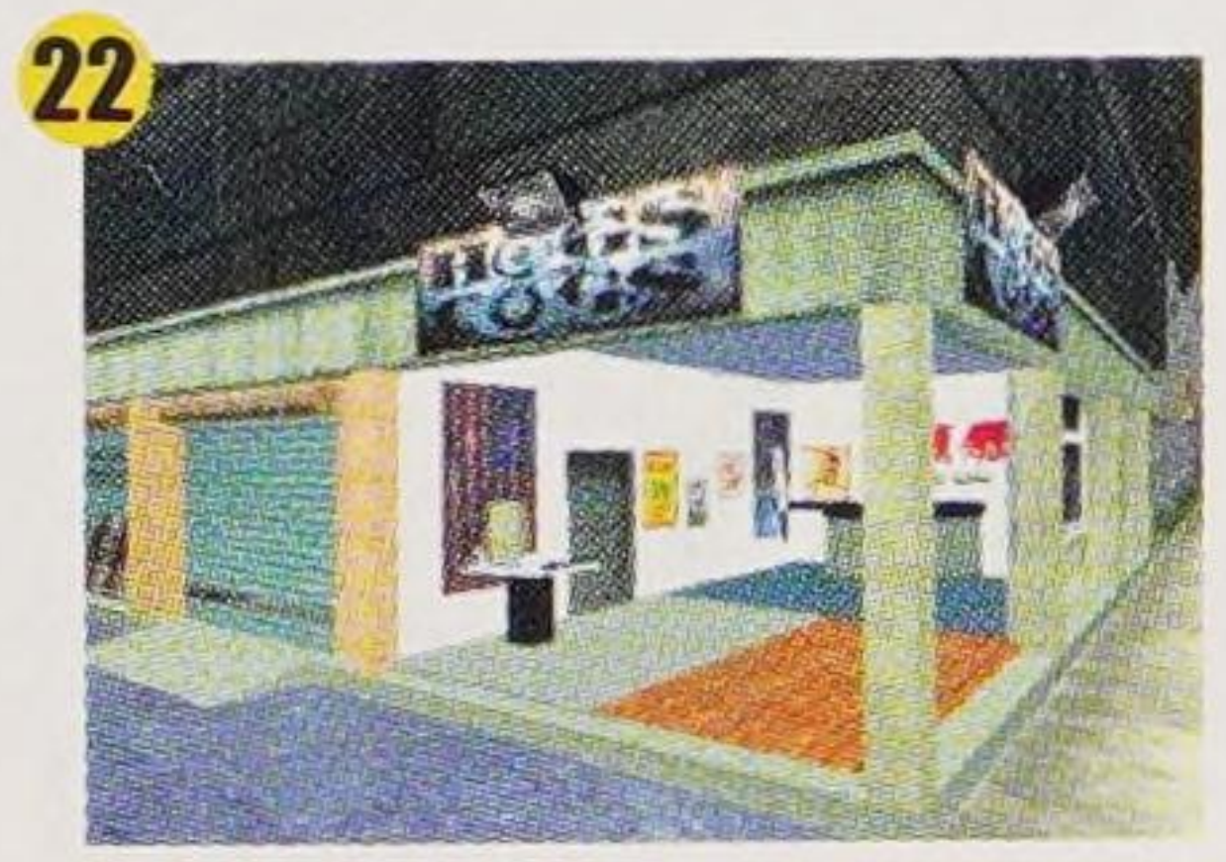
17

Stubby Shotgun
On the rooftop of the drug warehouse; accessible only after it's blown up. Walk up the fallen roof beam.

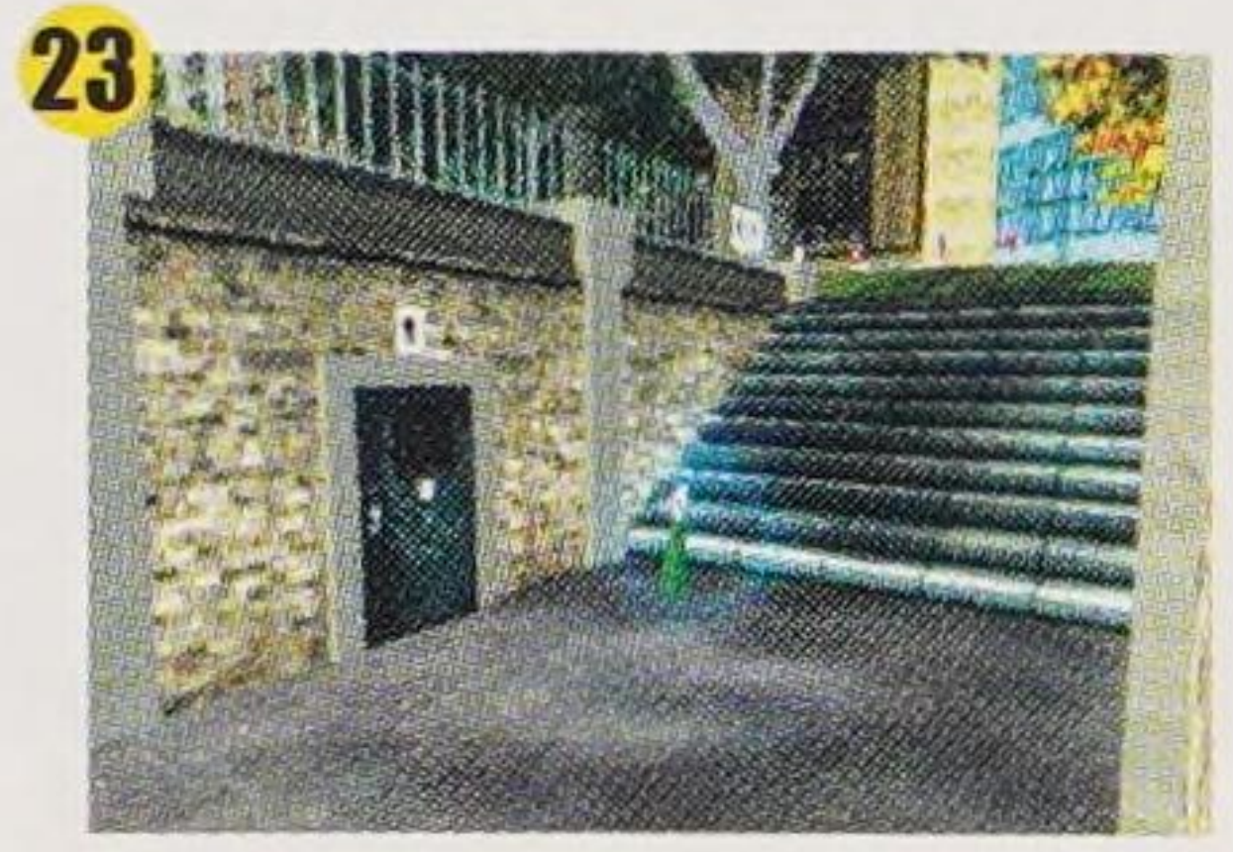
18

Laser Scope Sniper Rifle
On the balcony of the Ecoli restaurant—only accessible after Fort Staunton is destroyed during Donald Love's Shoreside Vale mission, *Bringing Down the House.*

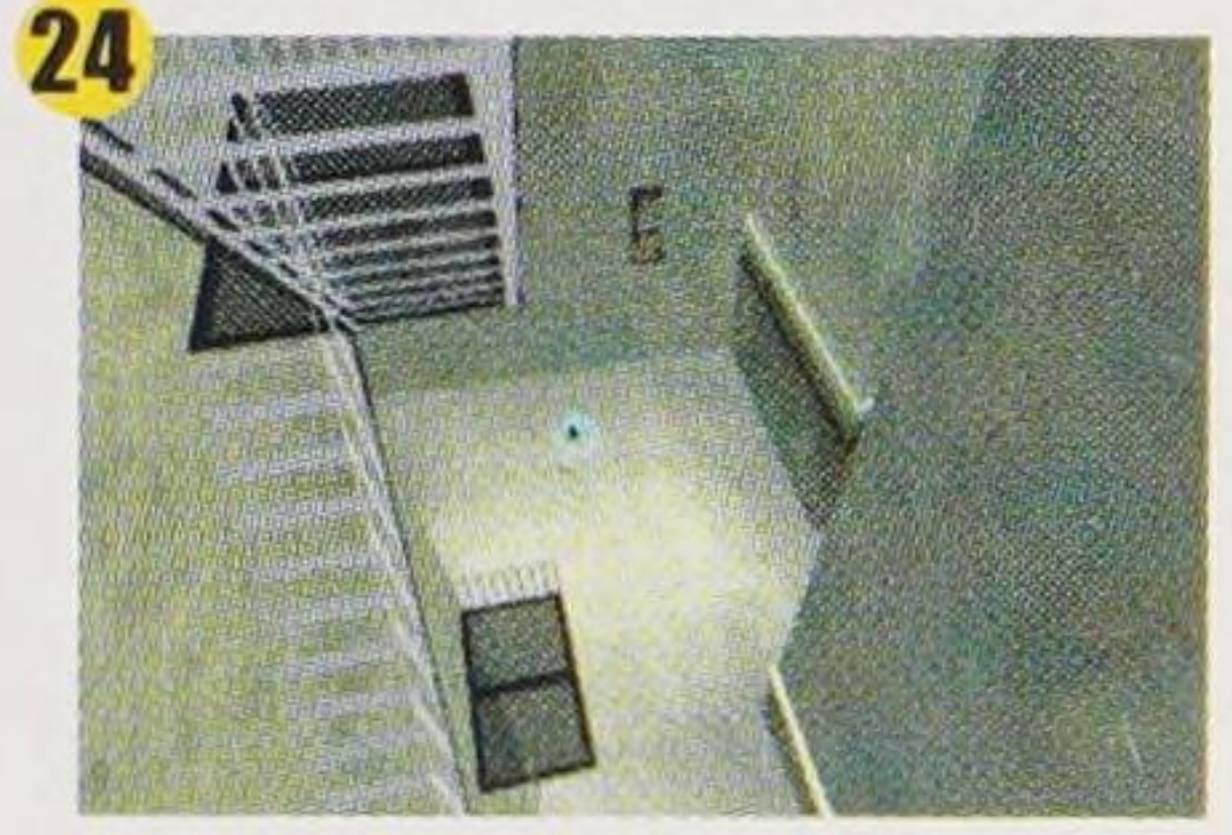
19

MP5K
At the end of the jetty.

20

Brass Knuckles
In the narrow gap between two buildings.

21

Hockey Stick
Under a tree near the steps of the coliseum.

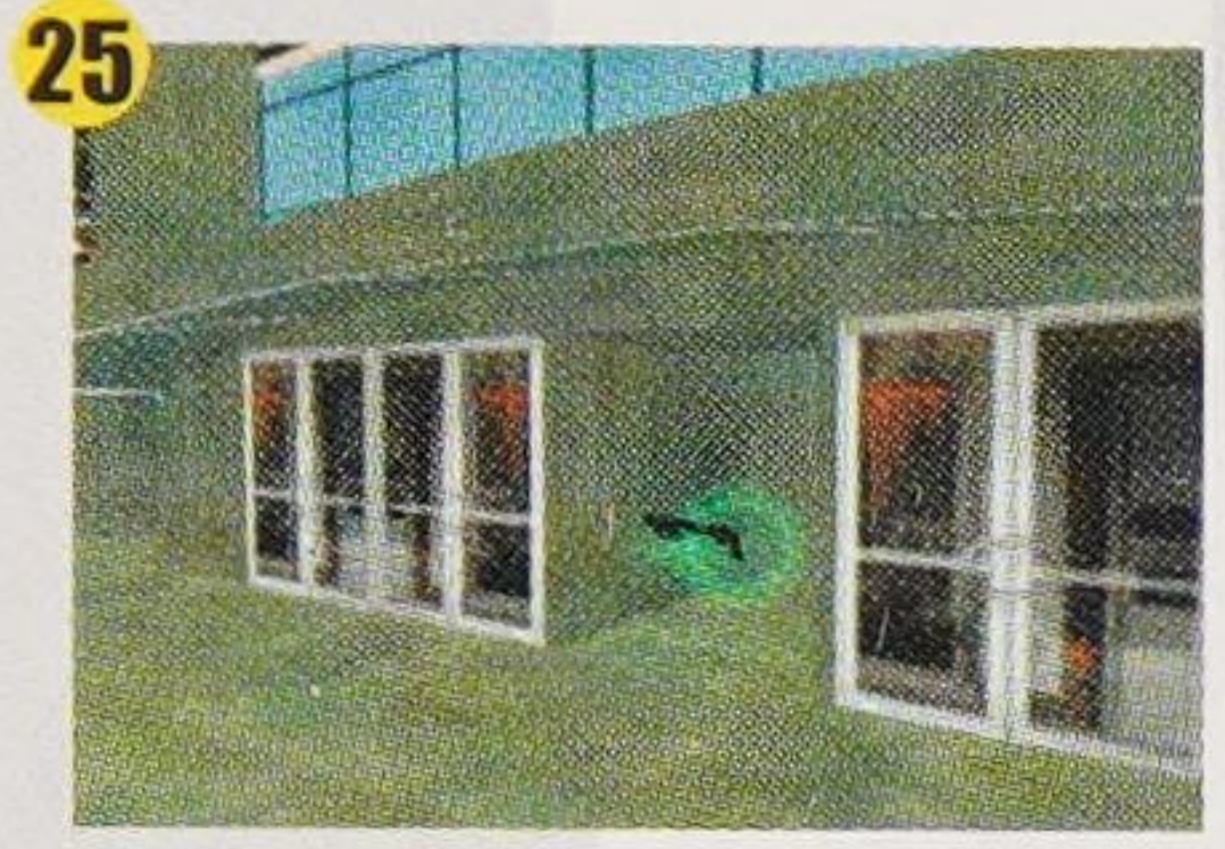
22

Bat
Inside Hogs & Cogs bike shop. Break the window to get it.

23

Molotovs
In the recessed pathway at the park restrooms.

24

Grenades
In the alley behind the Ammu-Nation.

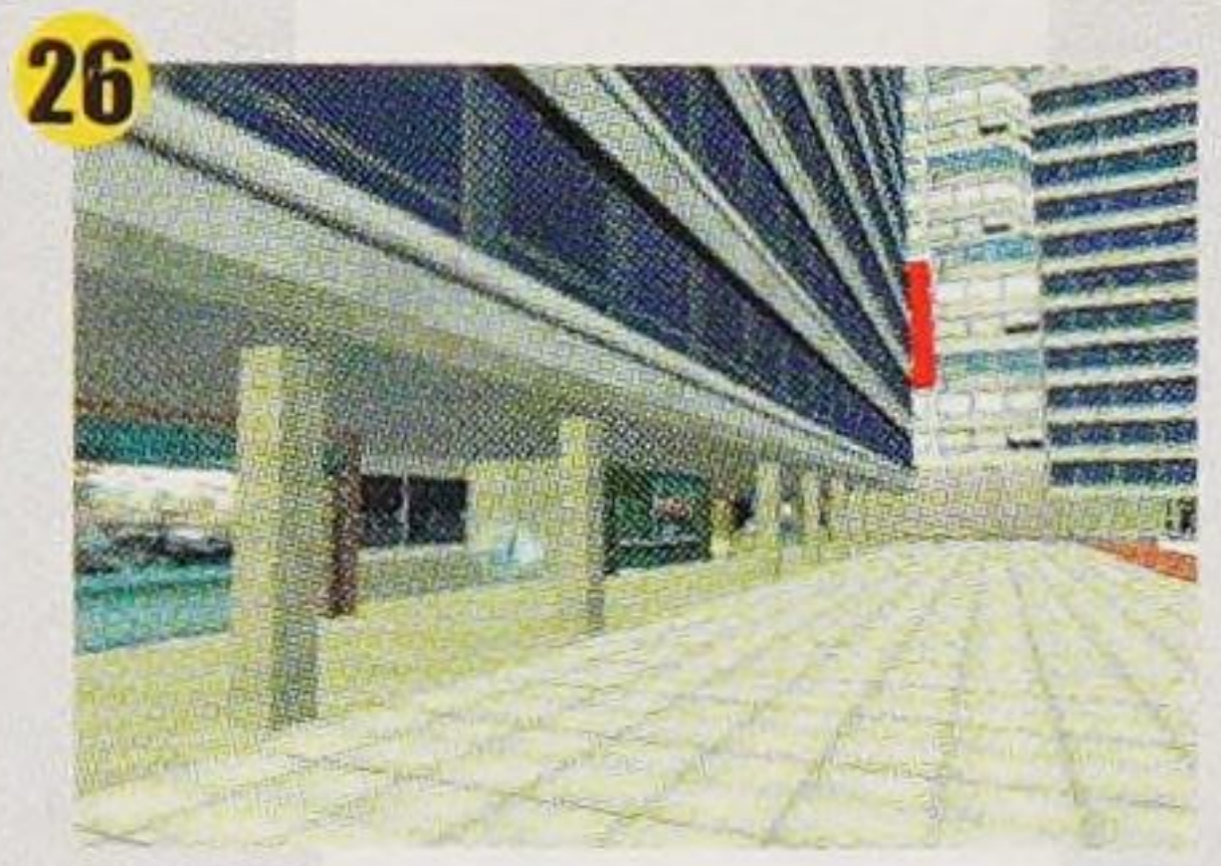
LIBERTY CITY MAPS

25



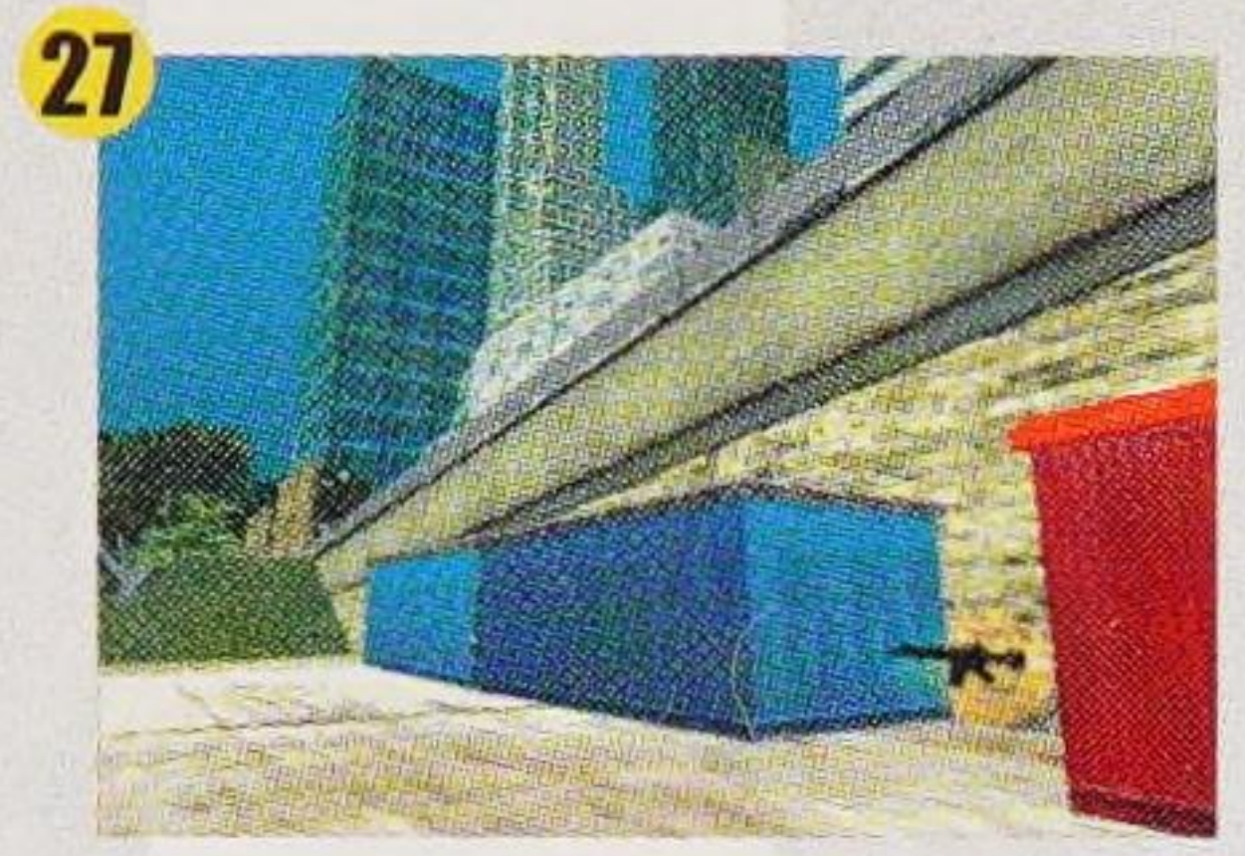
Stubby Shotgun
In the doorway below the ledge of the large building with wraparound covered walkway. Just below a Hidden Package (20).

26



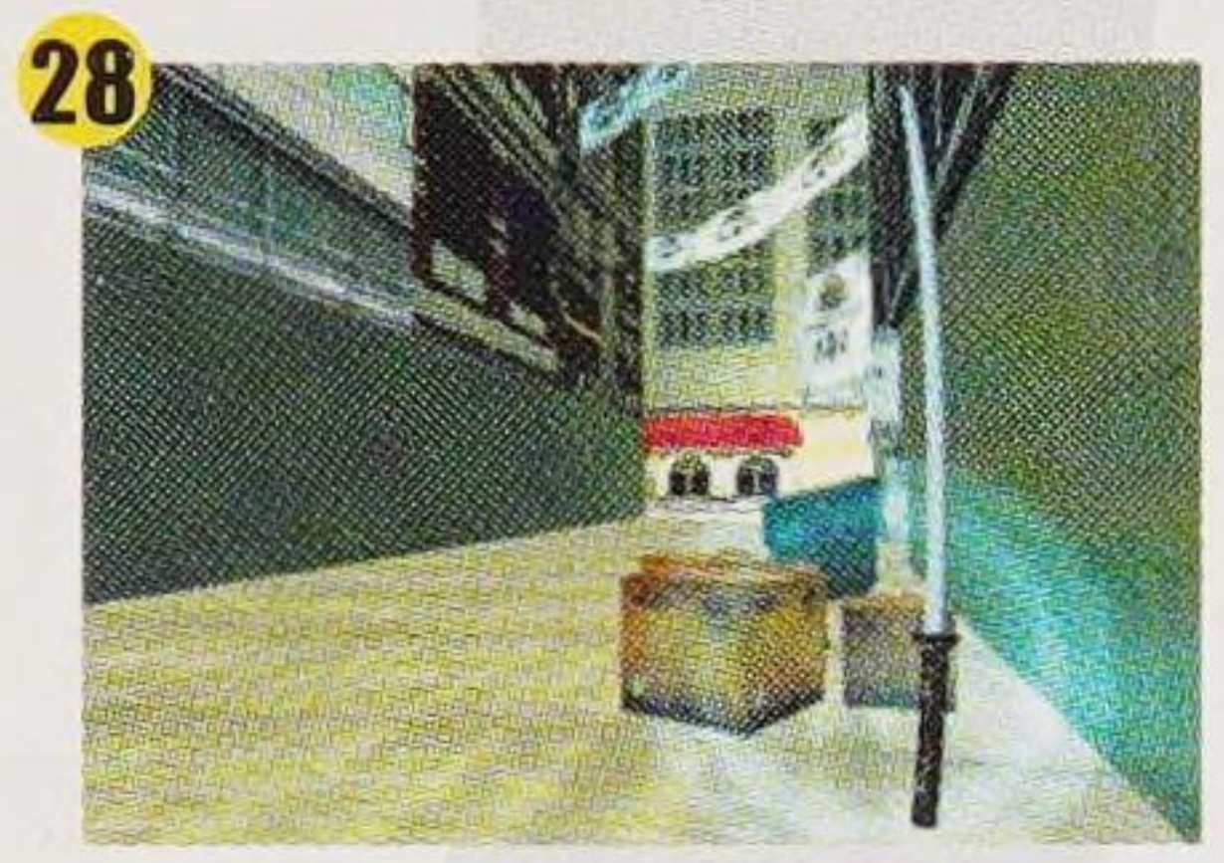
Chisel
Near the steps and under a building's covered walkway.

27



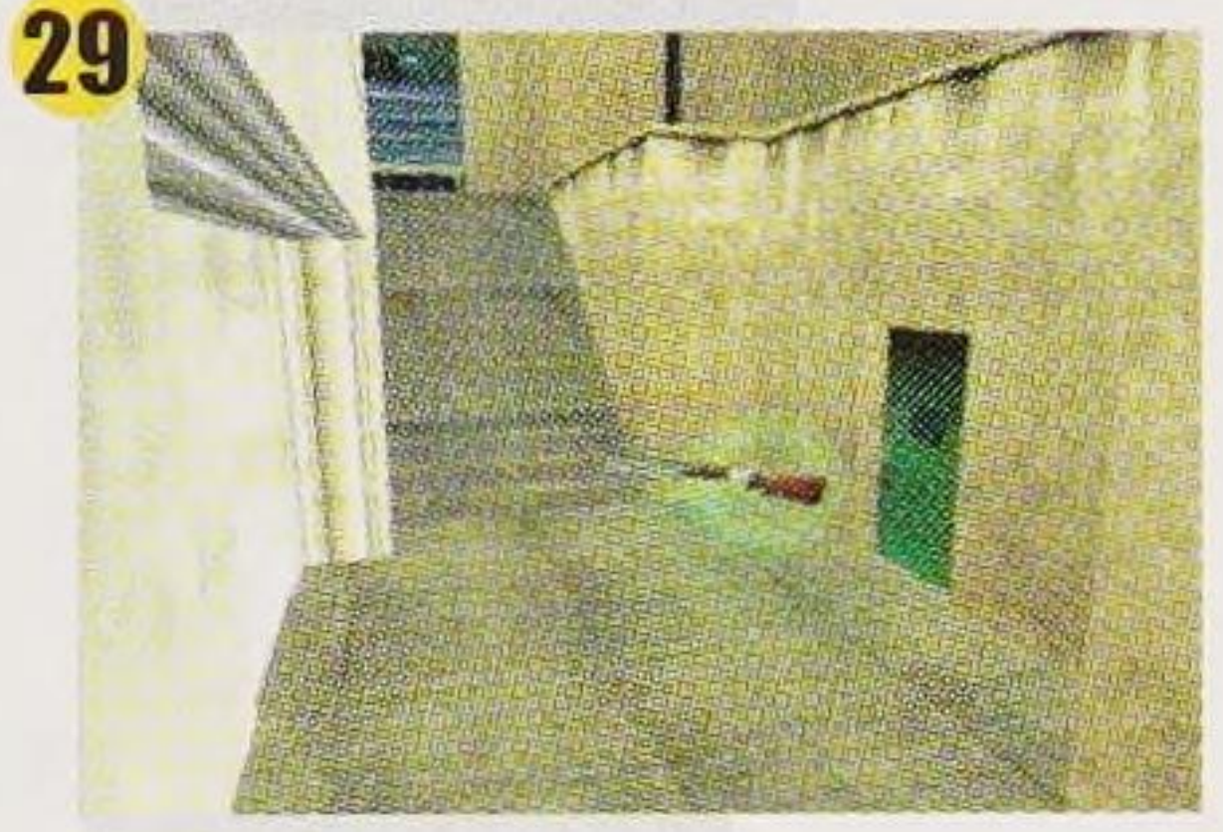
M4
Between two shipping containers near the pier.

28



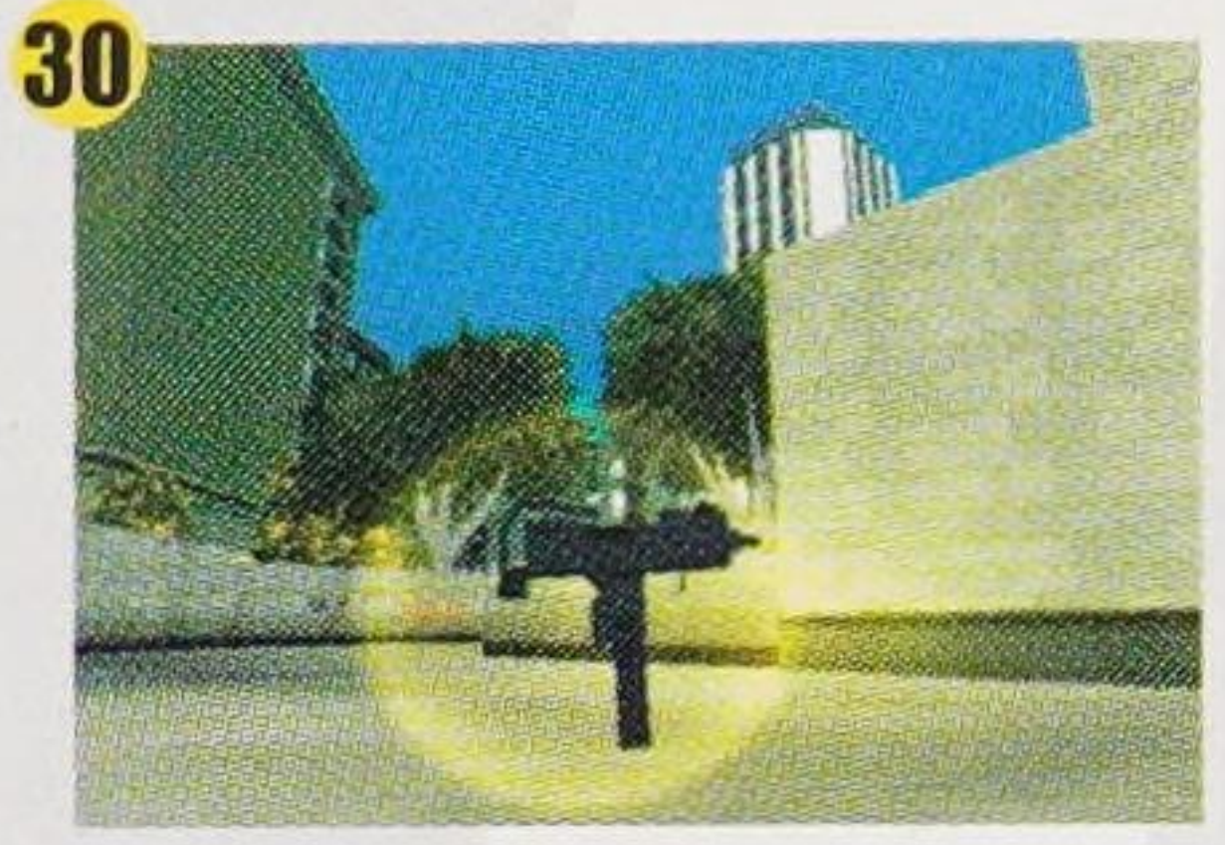
Katana
In the alley beside the Hyaku Dojo.

29



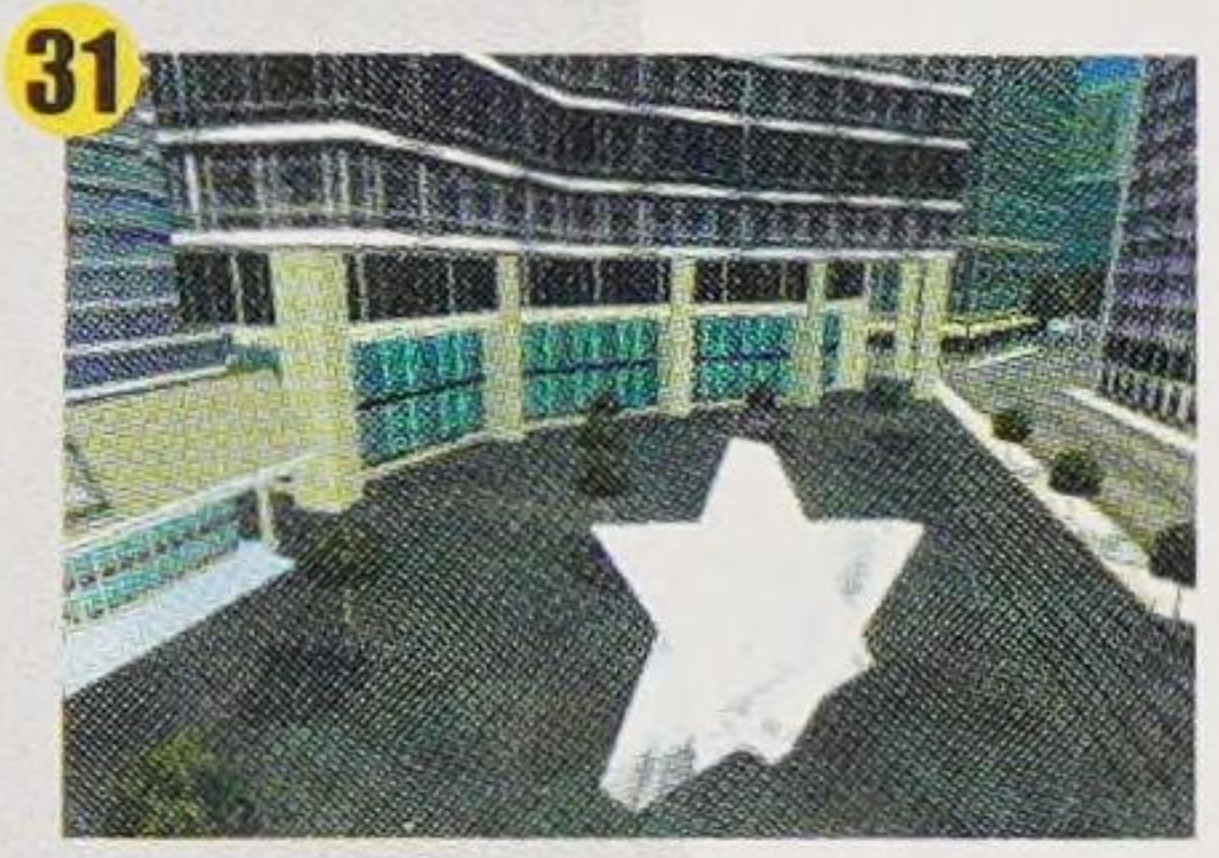
Shotgun
In the small alley with steps behind the big, white building where Toni becomes a "Made" man.

30



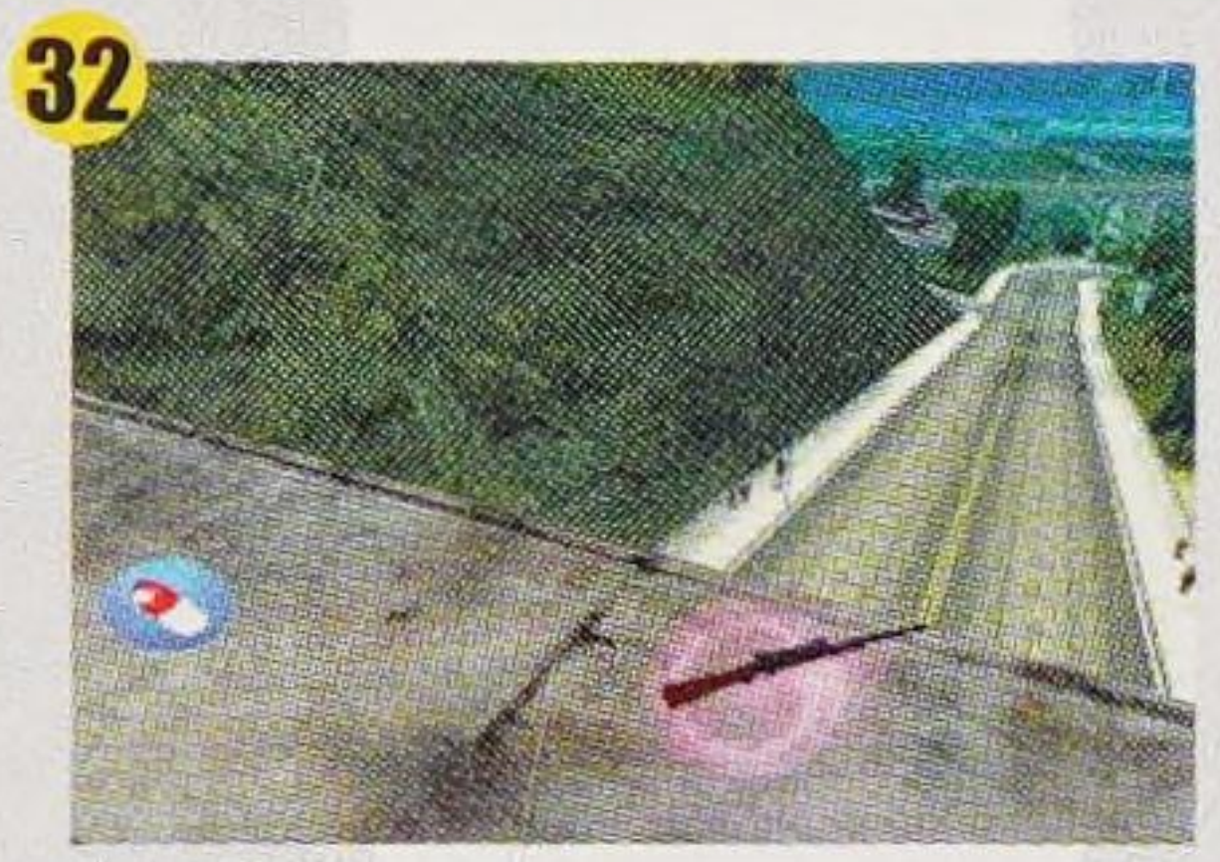
Uzi
In an alley behind Liberty Tree.

31



Sniper Rifle
On top of the star monument. Walk up the steep incline to reach the top.

32



Sniper Rifle
On top of the far-north tunnel entrance, next to an Adrenaline power-up.

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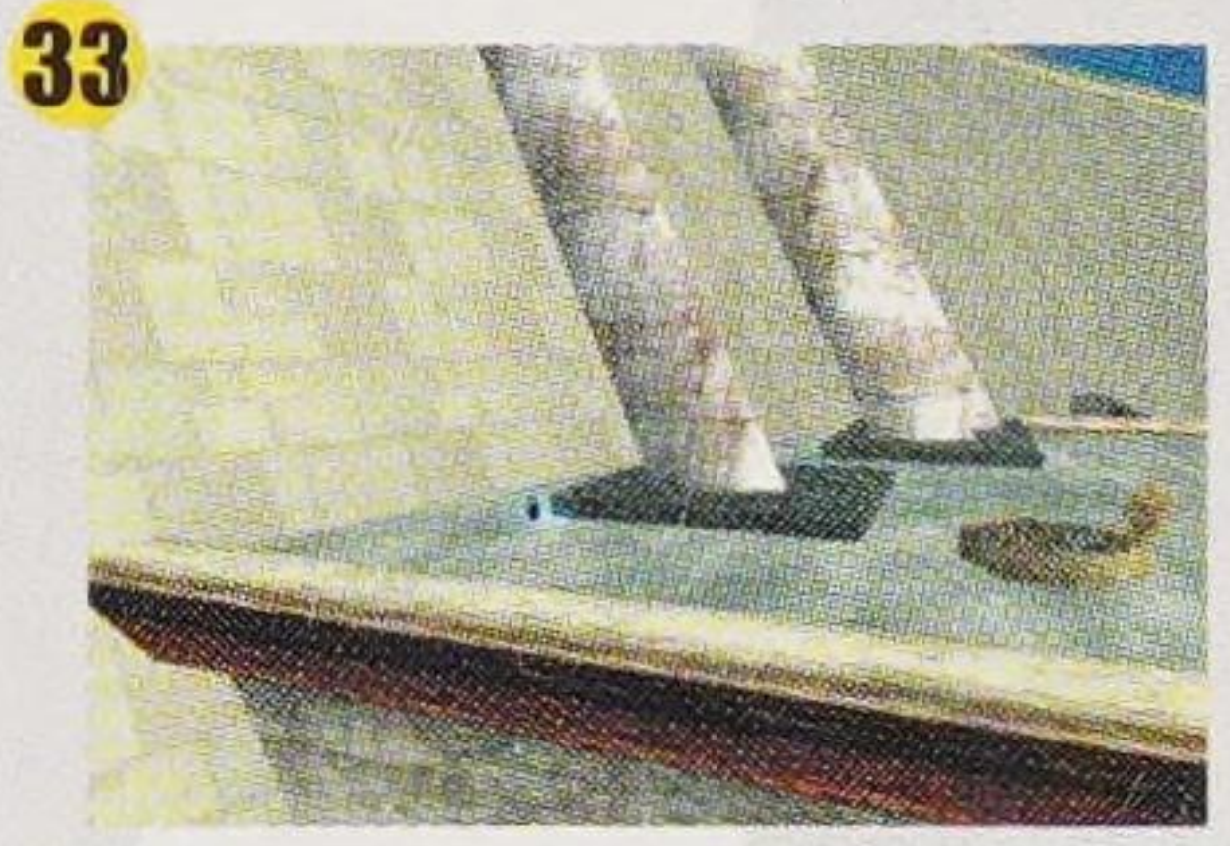

Remote Detonation Grenades
On the rooftop of the dam control building at the bottom of the dam. Use the lower dam stairs on the north side to reach the top of the building.

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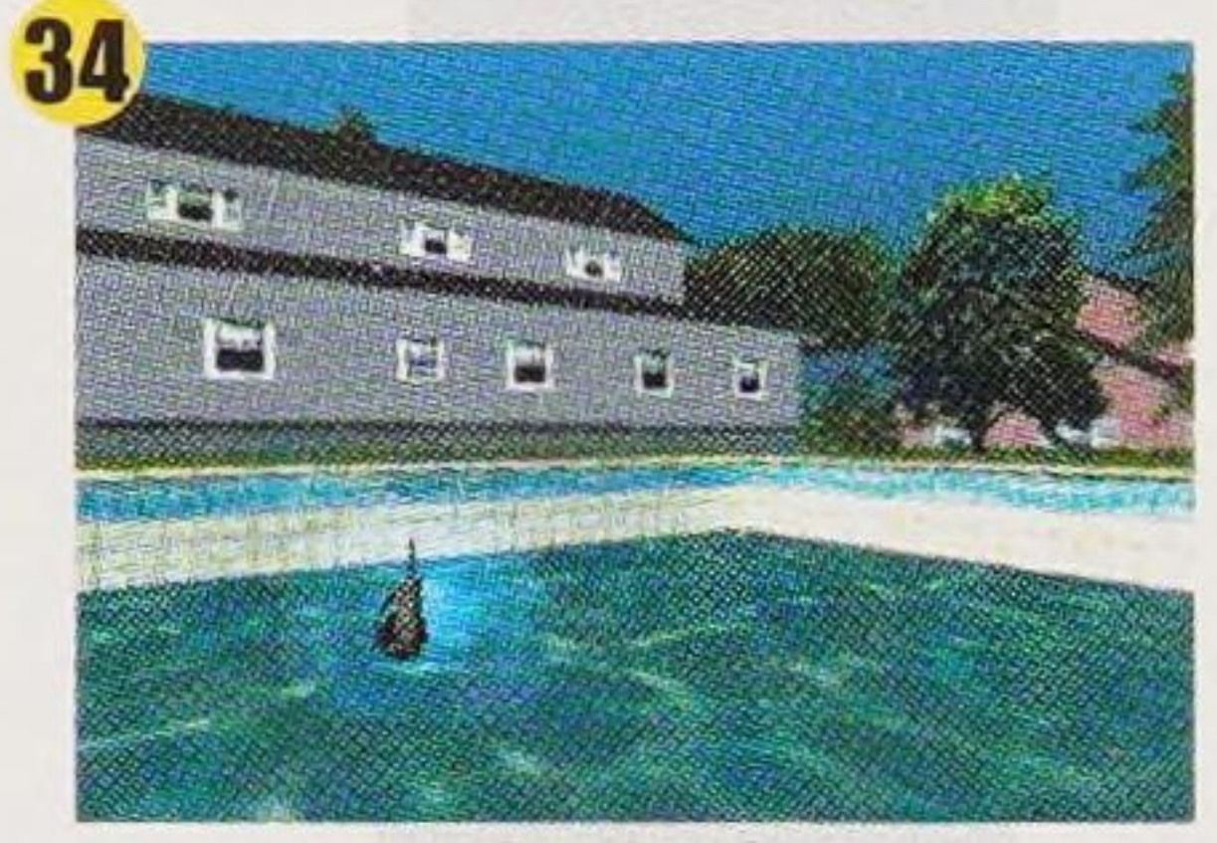

Remote Detonation Grenades
In the pool behind the house next to Colombian mansion in Cedar Grove.

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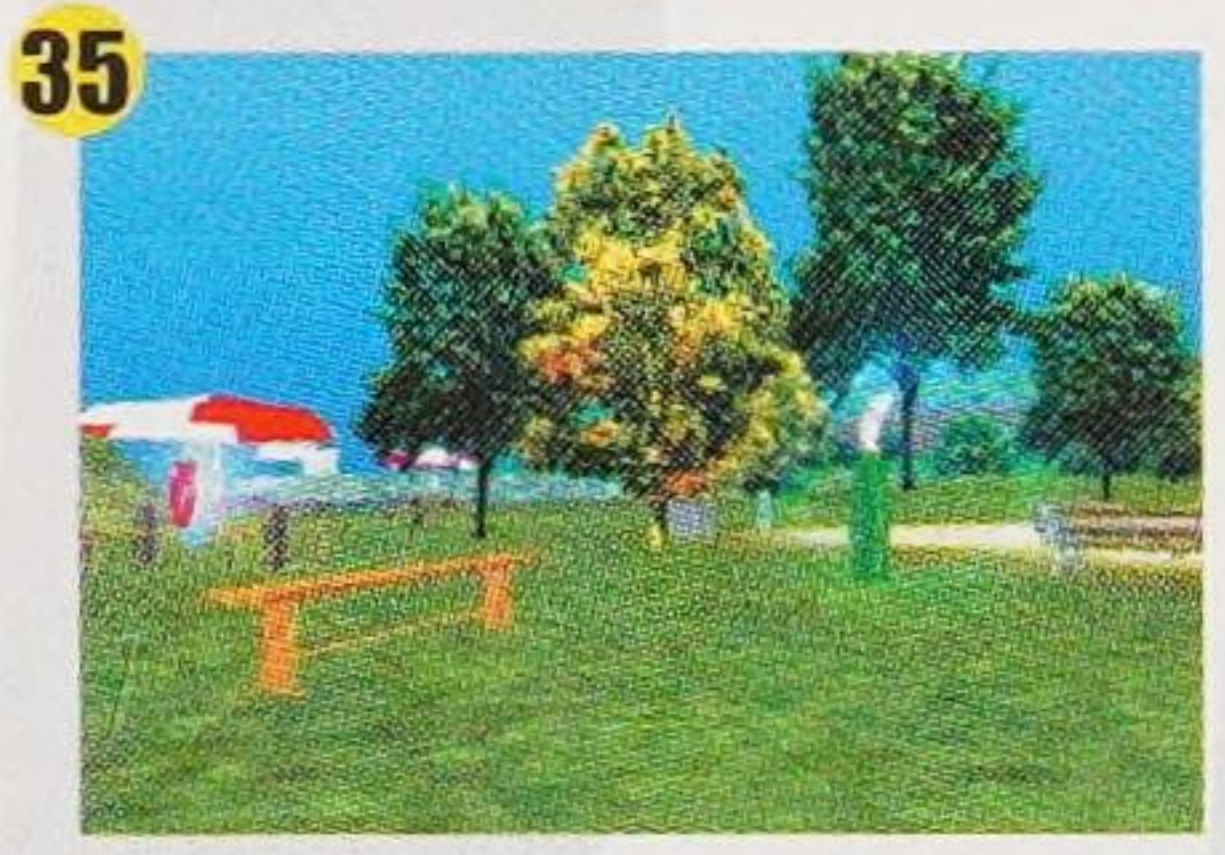

Molotovs
At the end of the picnic area.

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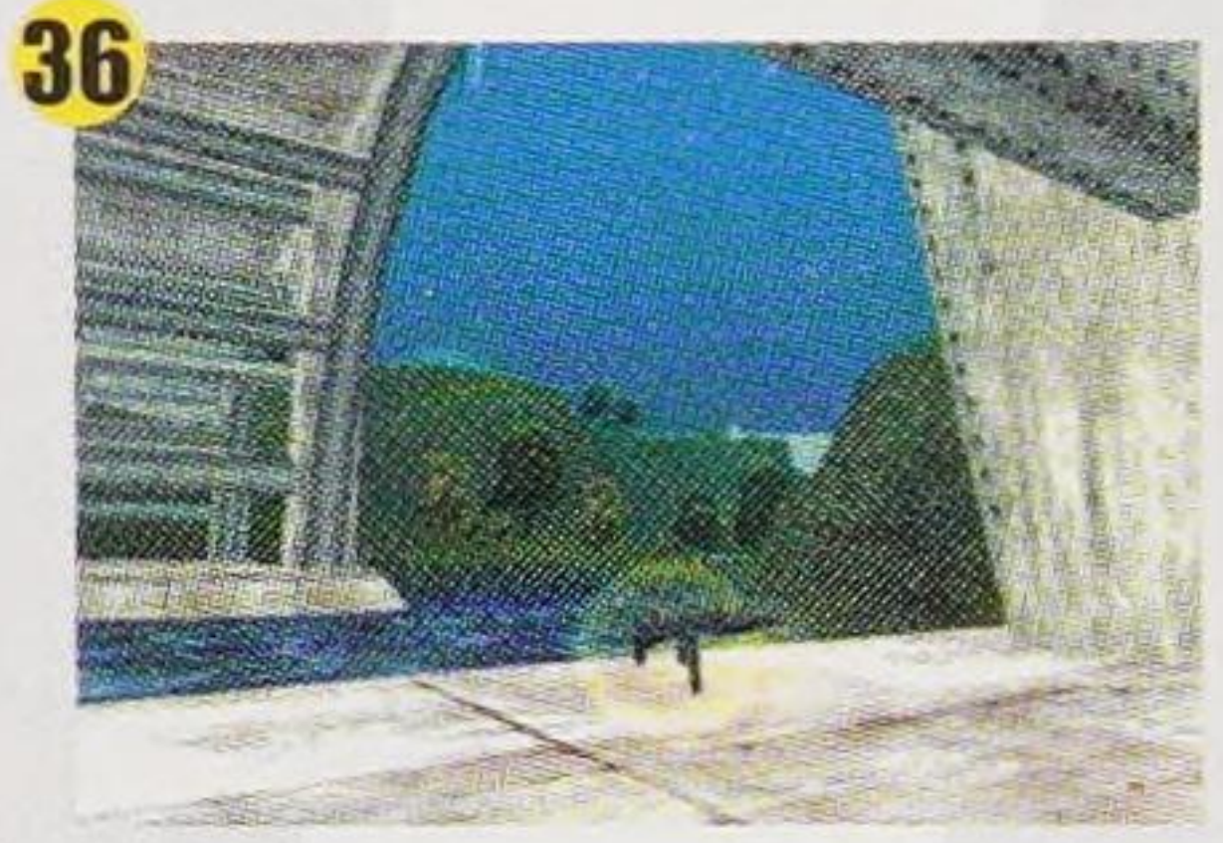
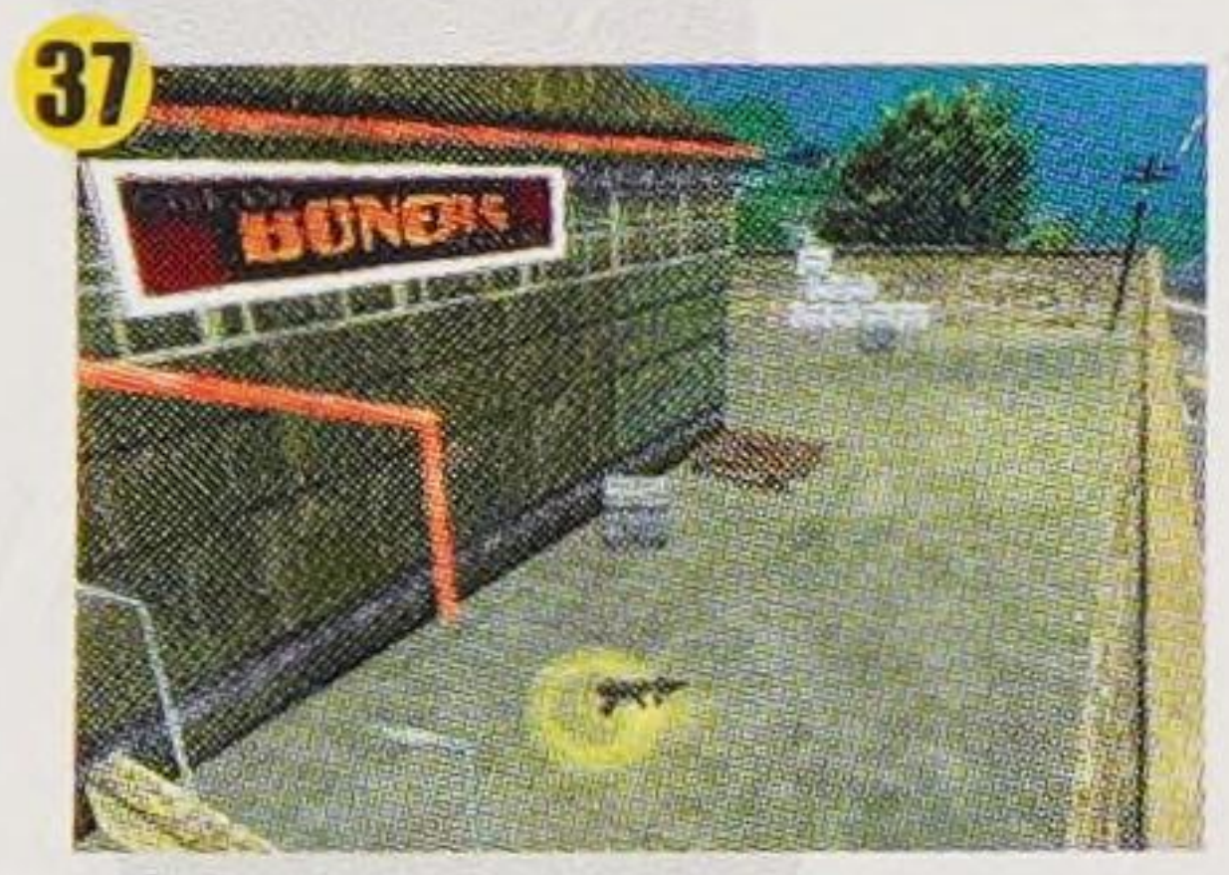


Uzi
Under the bridge on the lower column platform near the water.

37



MP5K
Behind the fence at Boners Pet Food company; that becomes the Fudge Packing Corp. in Grand Theft Auto 3.

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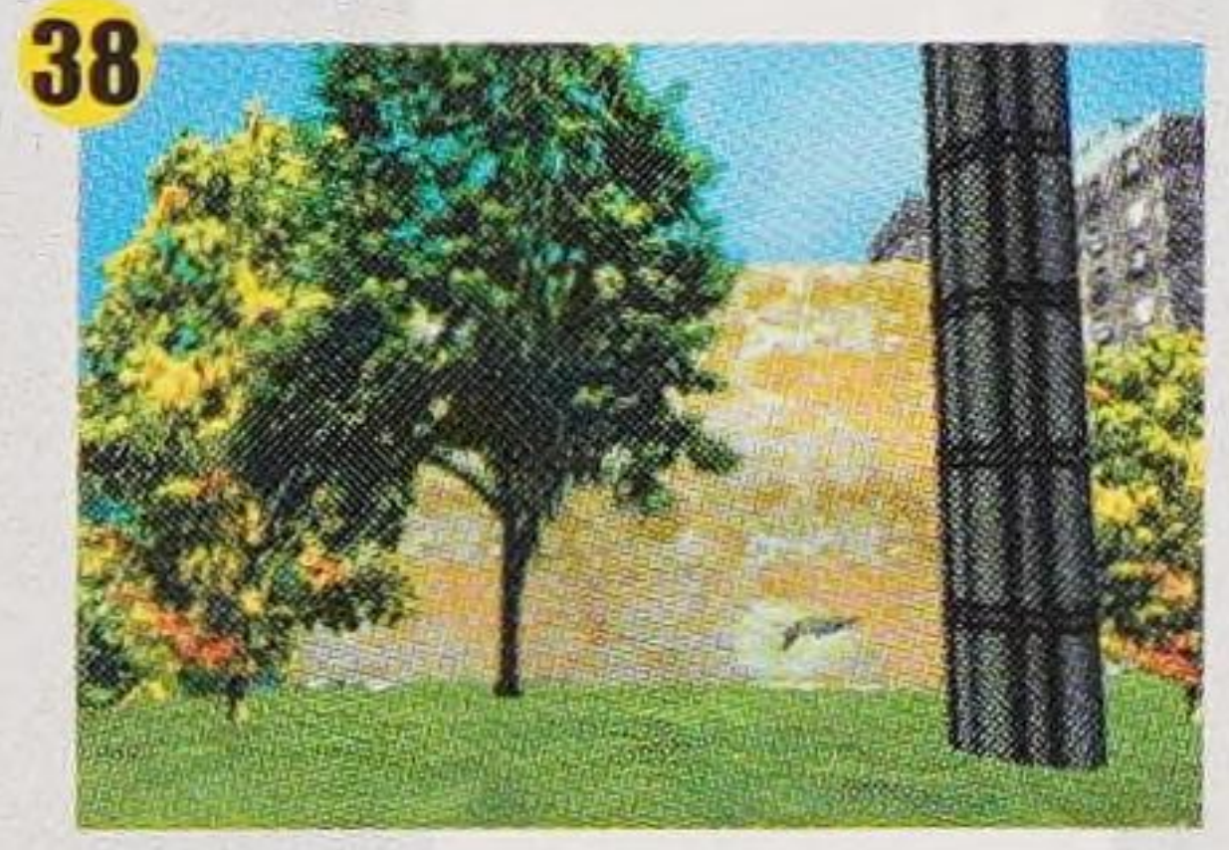
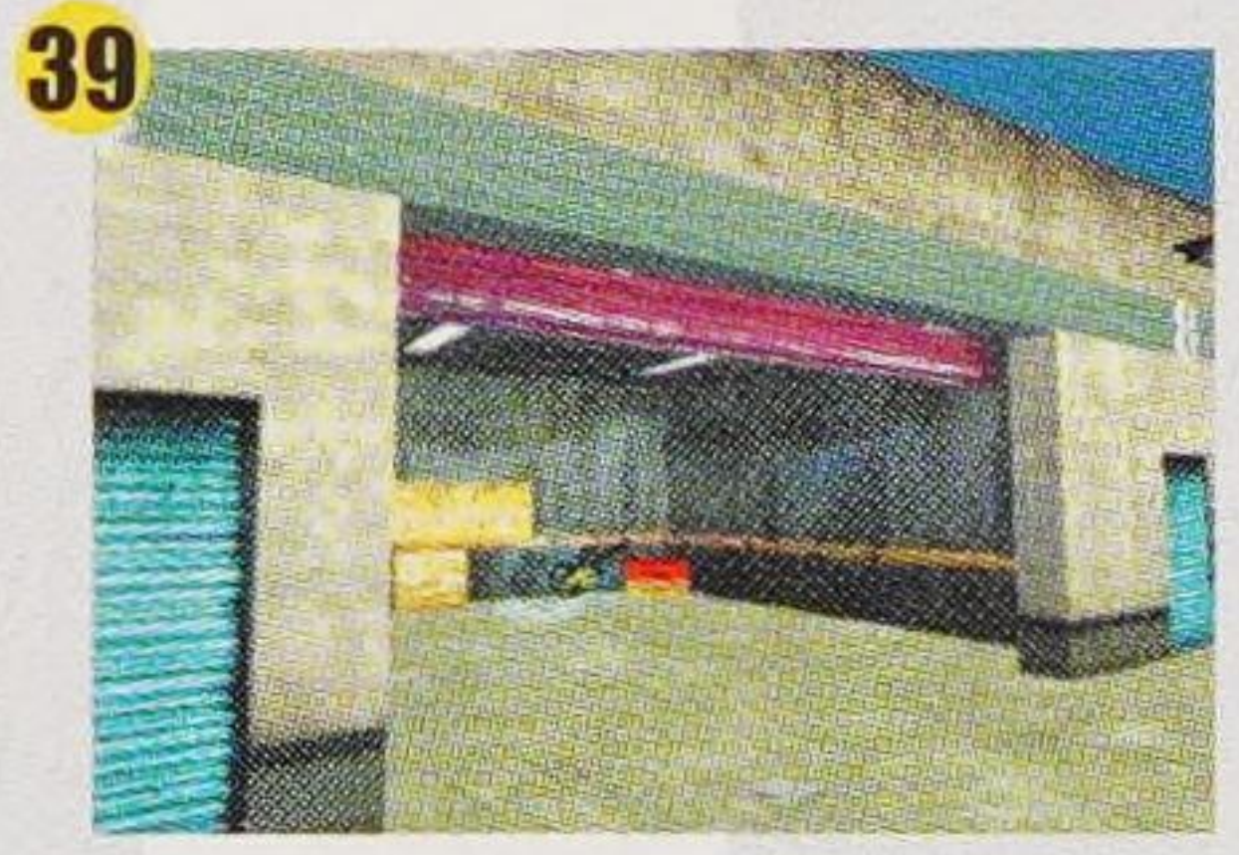


Spaz Shotgun
Behind the Ammu-Nation billboard on the hill in Wichita Gardens.

39



Chainsaw
In one of the garages behind the police station.

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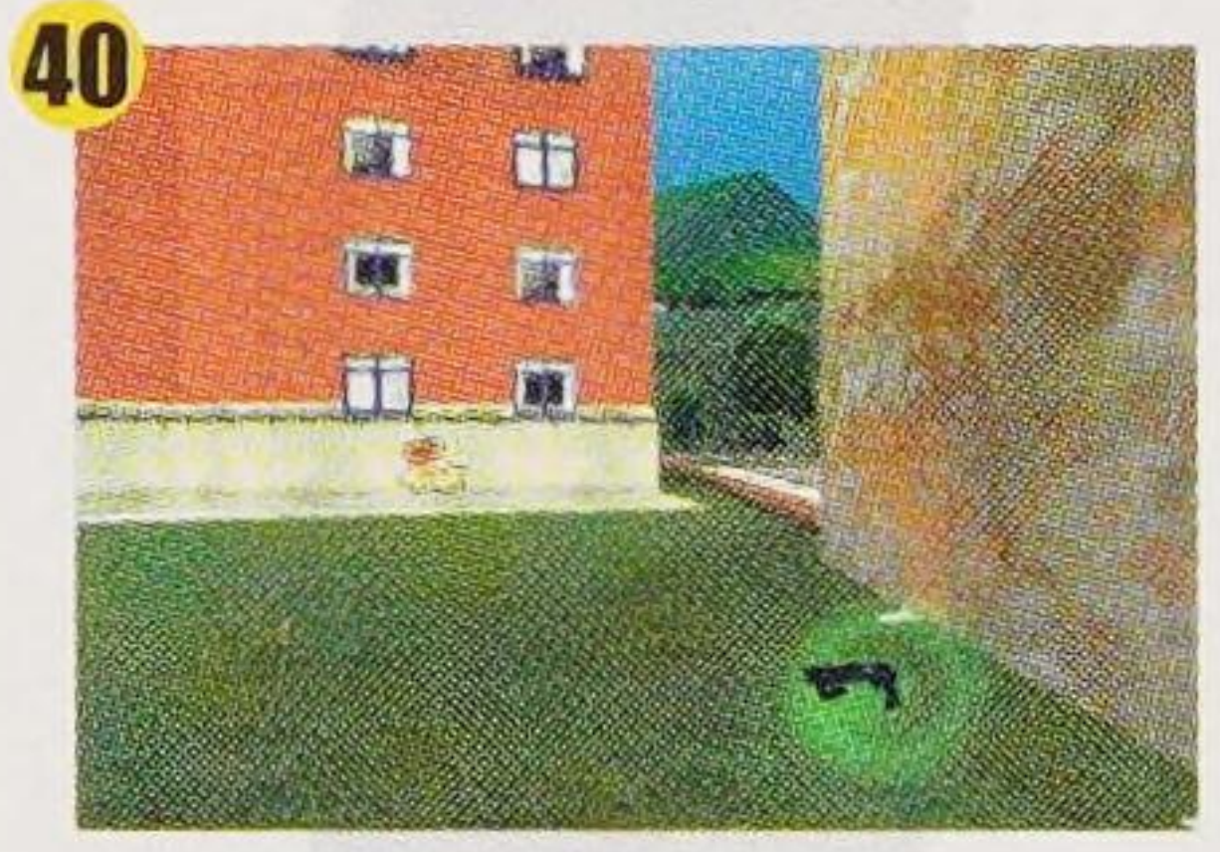
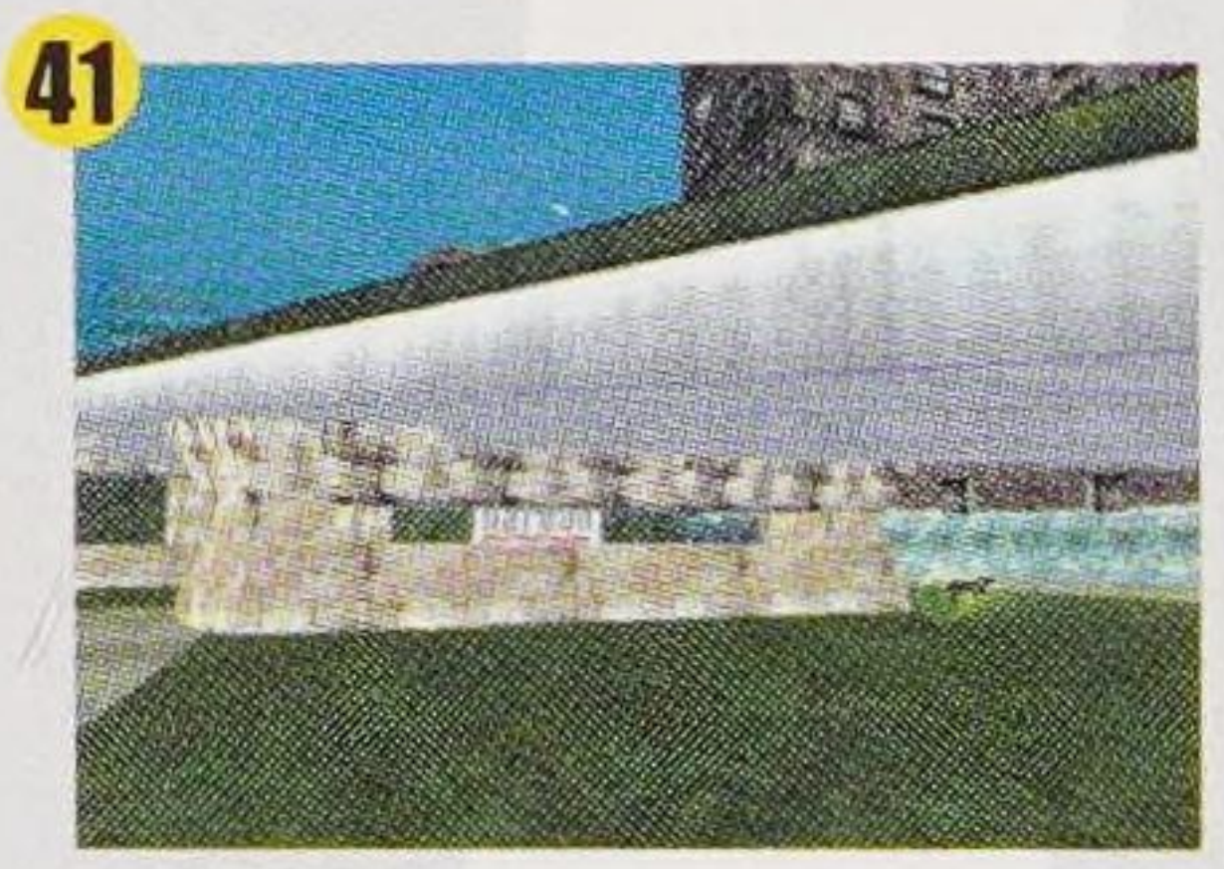


Stubby Shotgun
Behind The Liberty King billboard that's outside the Grand Theft Auto 3 safe house.

41



MP5K
Under the low overpass in the Wichita Garden projects.

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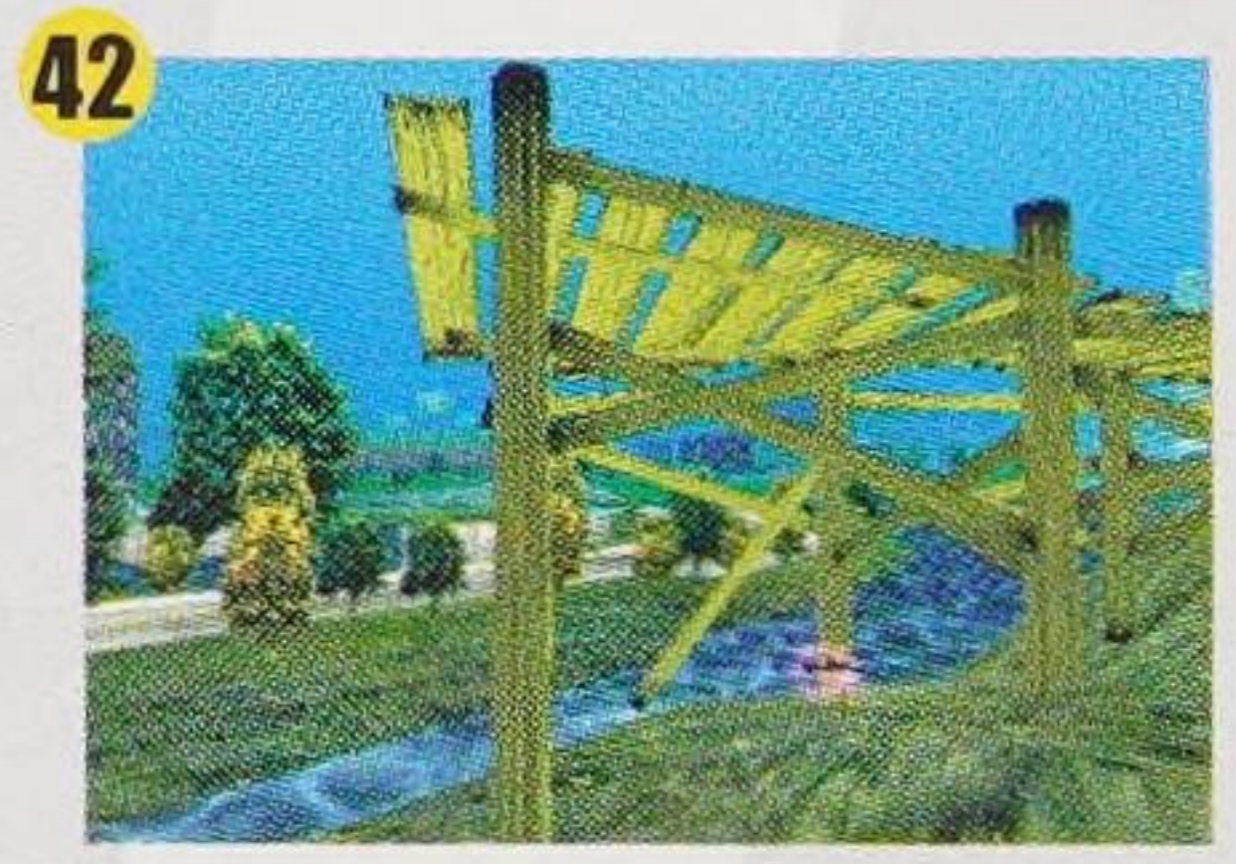
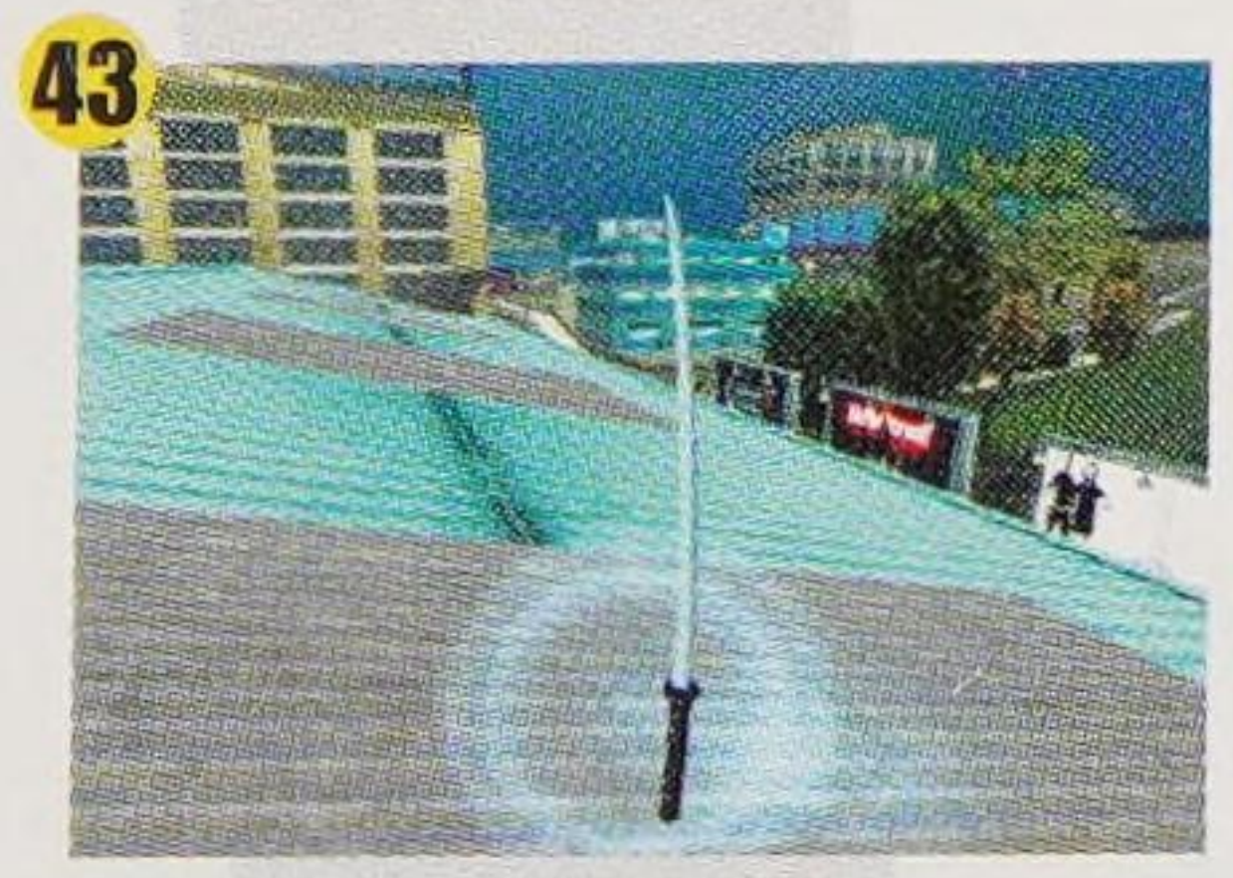


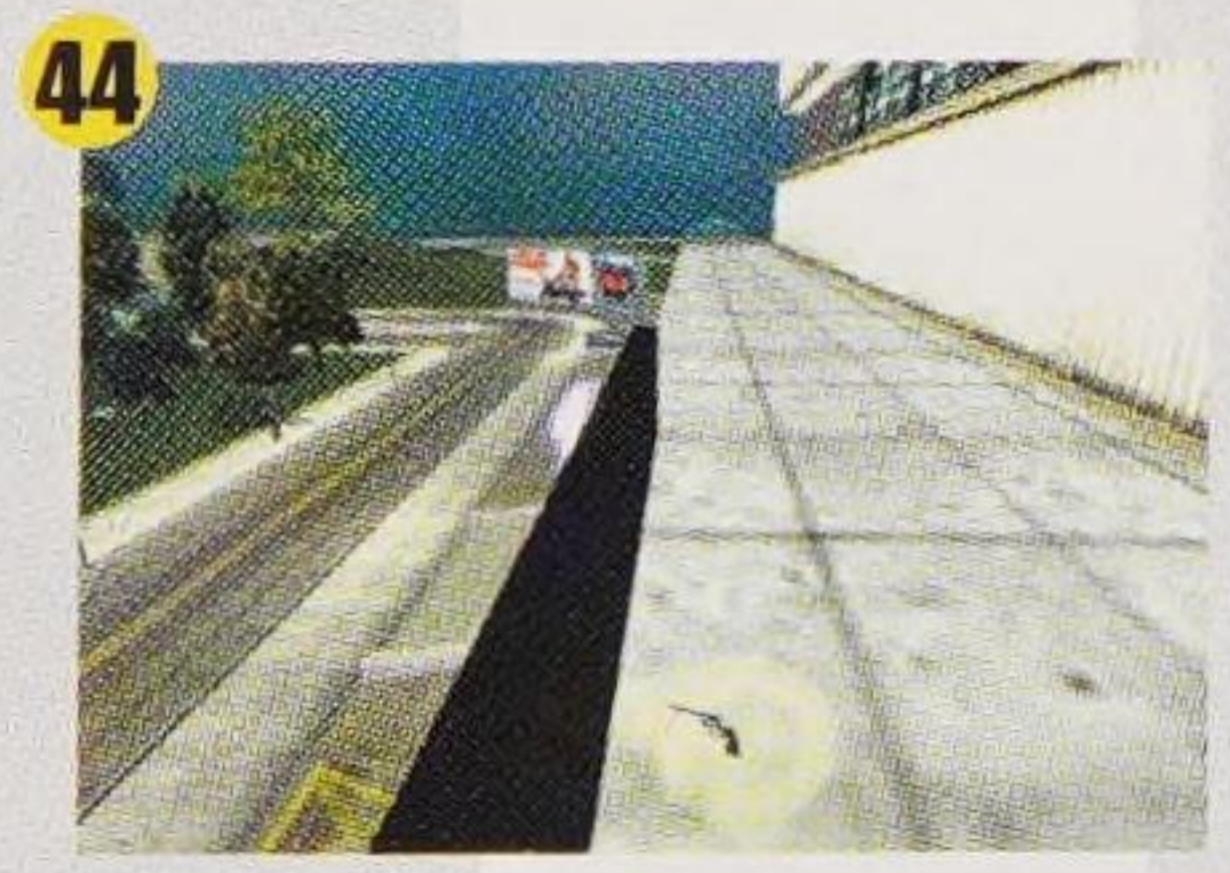
Sniper Rifle
Under the collapsed bridge on the shoreline pathway.

43



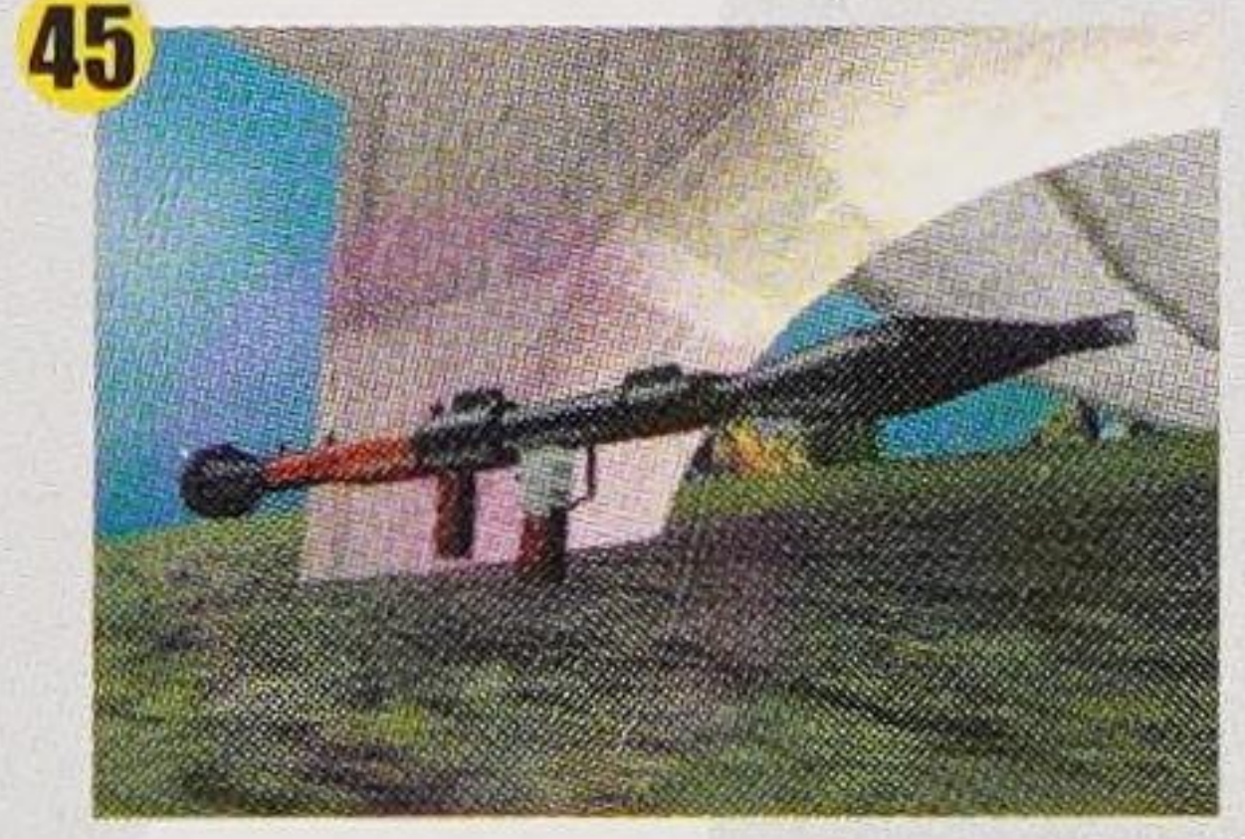
Katana
On the rooftop of Turtle Head warehouse (use stairs to reach the roof).

44



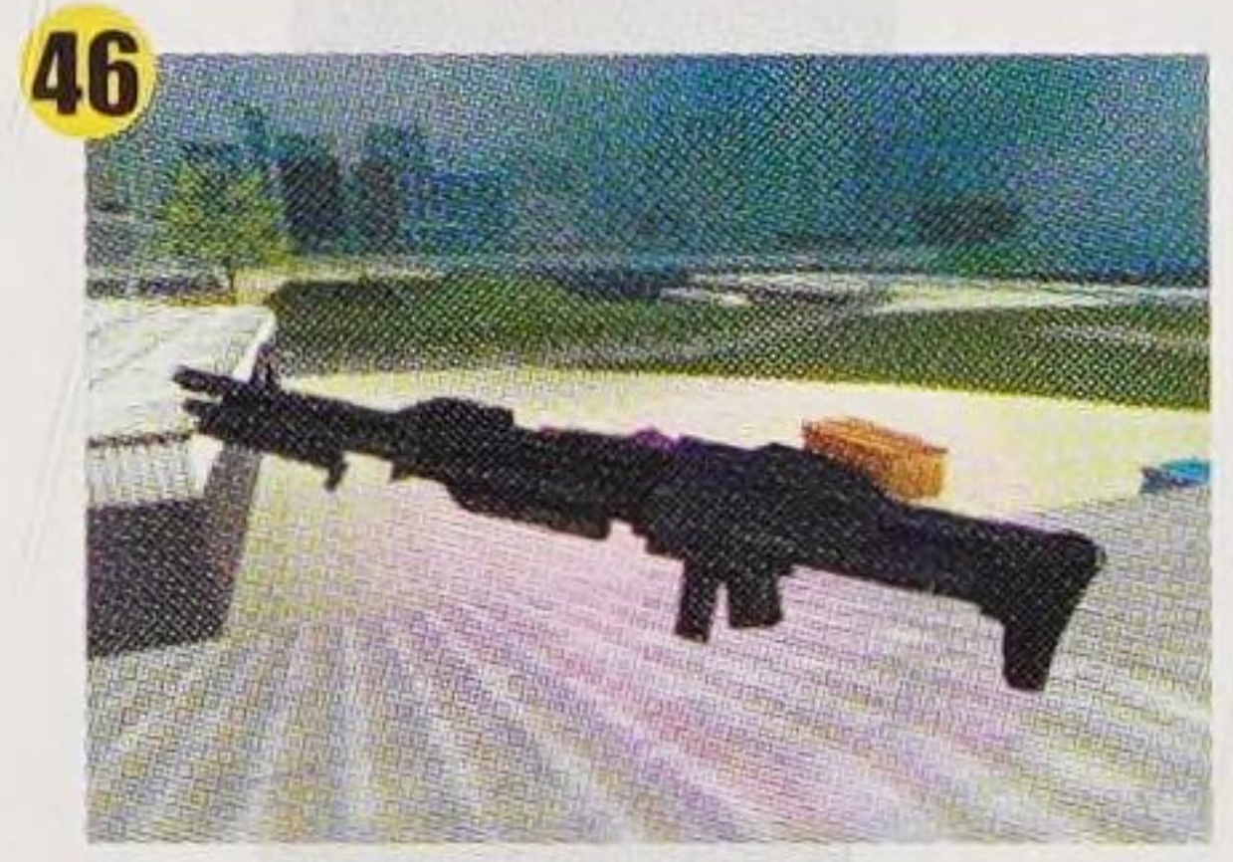
Python (.357)
On rooftop overhang at the front of the airport, behind the electronic marquee sign. Use the ramp behind the fire station to jump up onto north side of airport rooftop. Continue around for Python and the M60 (46) on the hangar rooftop.

45



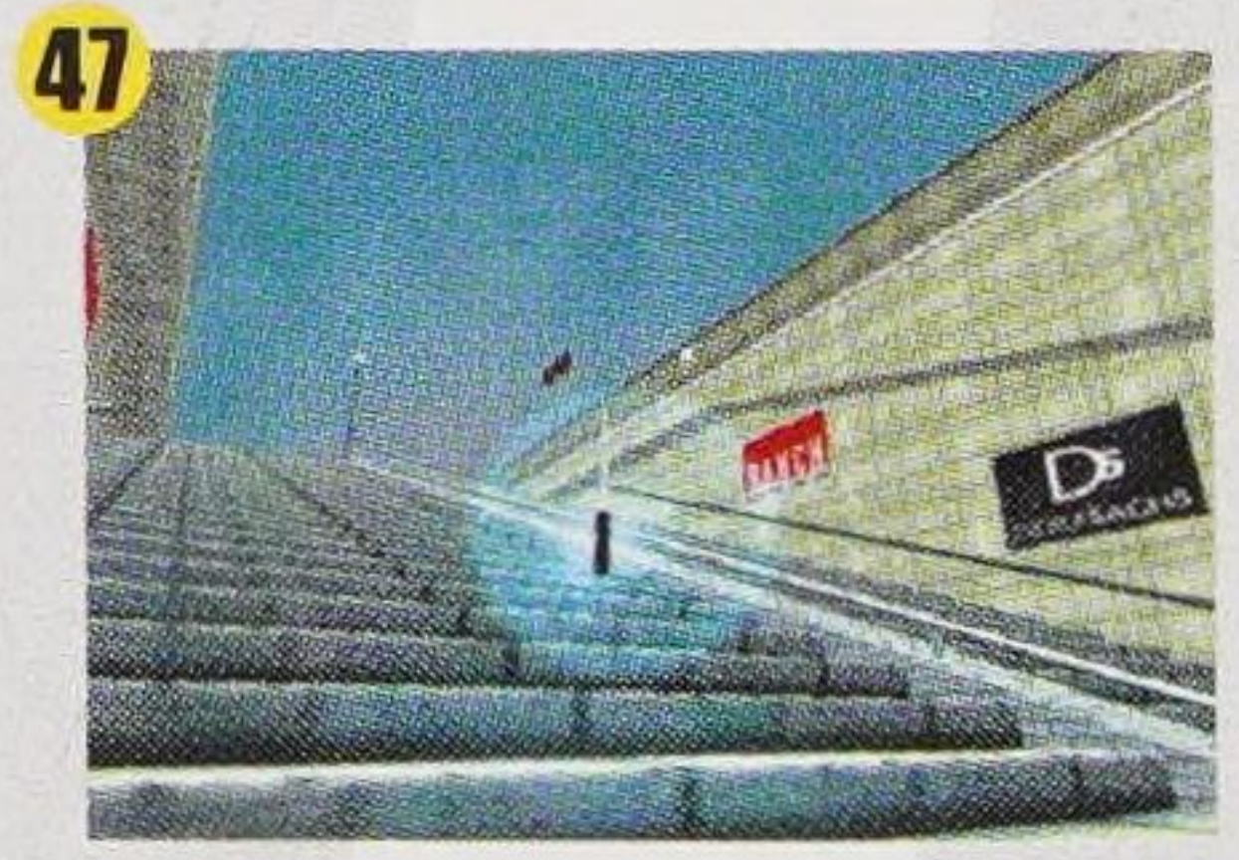
Rocket Launcher
On the shoreline under the elevator bridge.

46



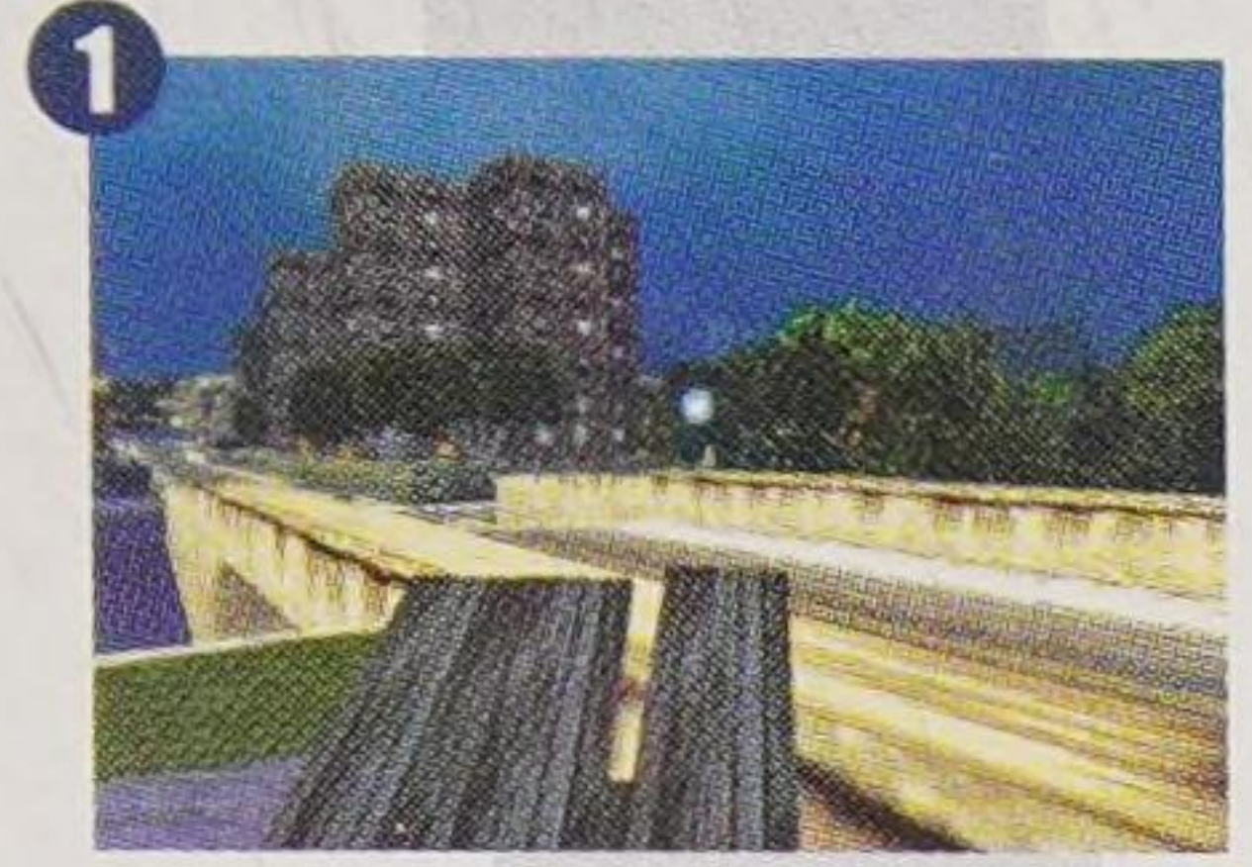
M60
On the rooftop of a hangar—see Python (44) for recovery tips.

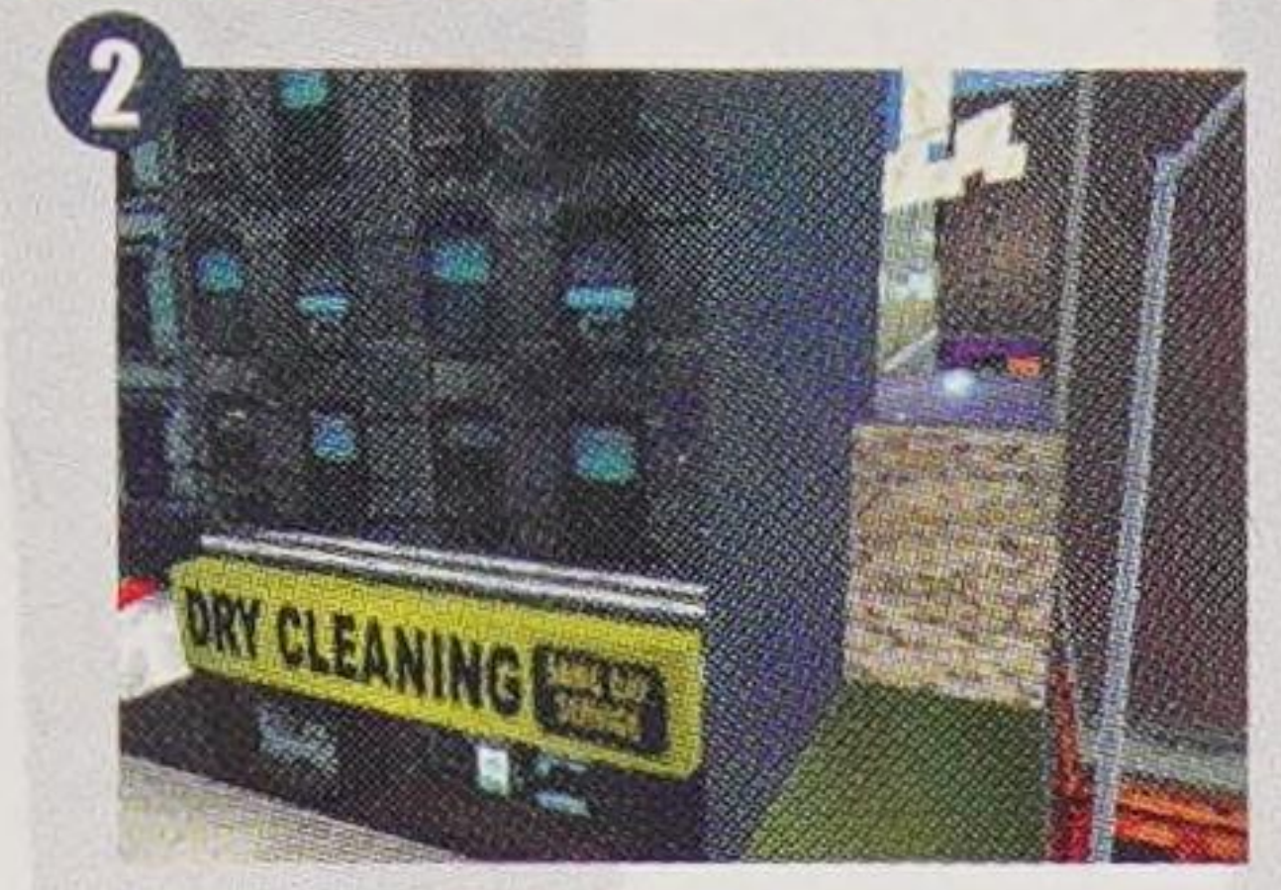
47



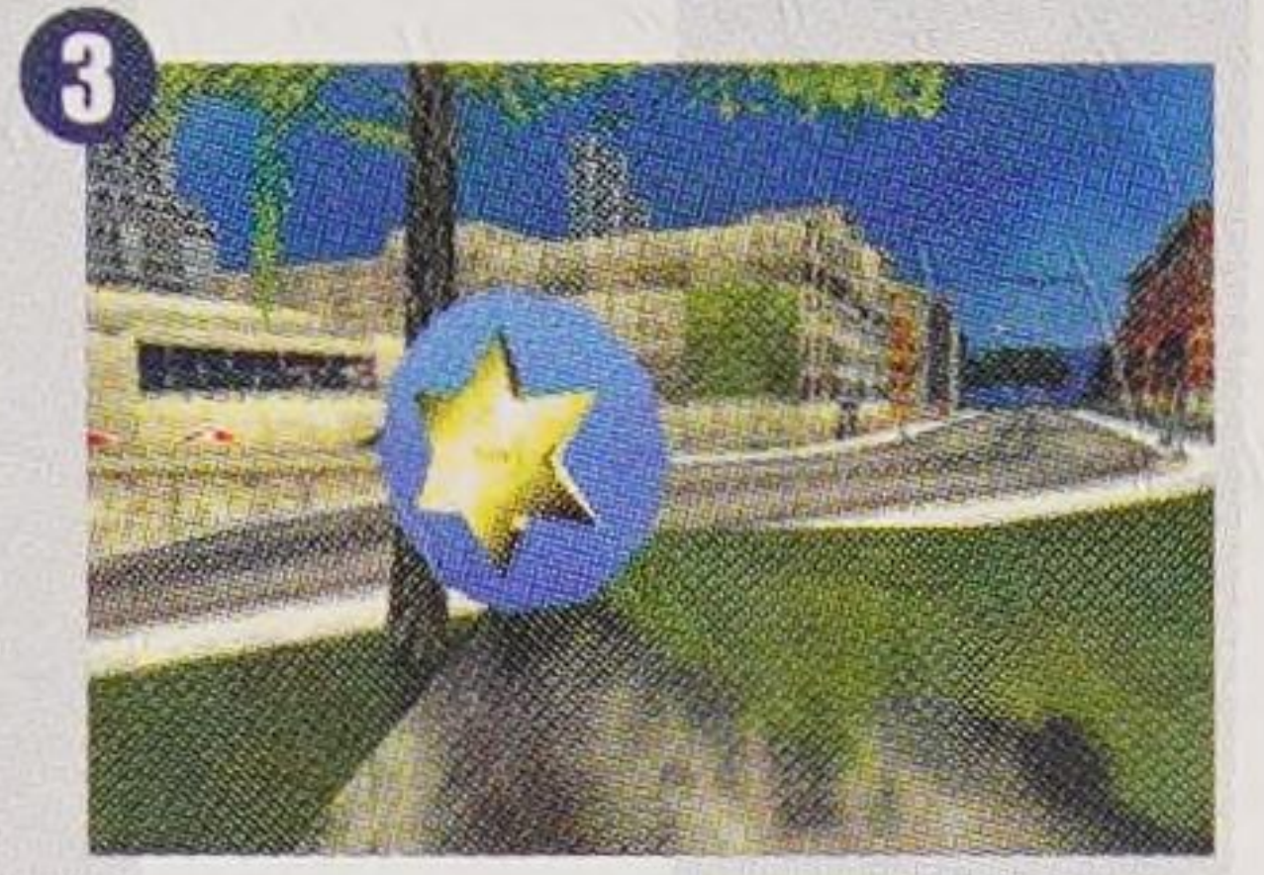
Knife
On the subway steps.

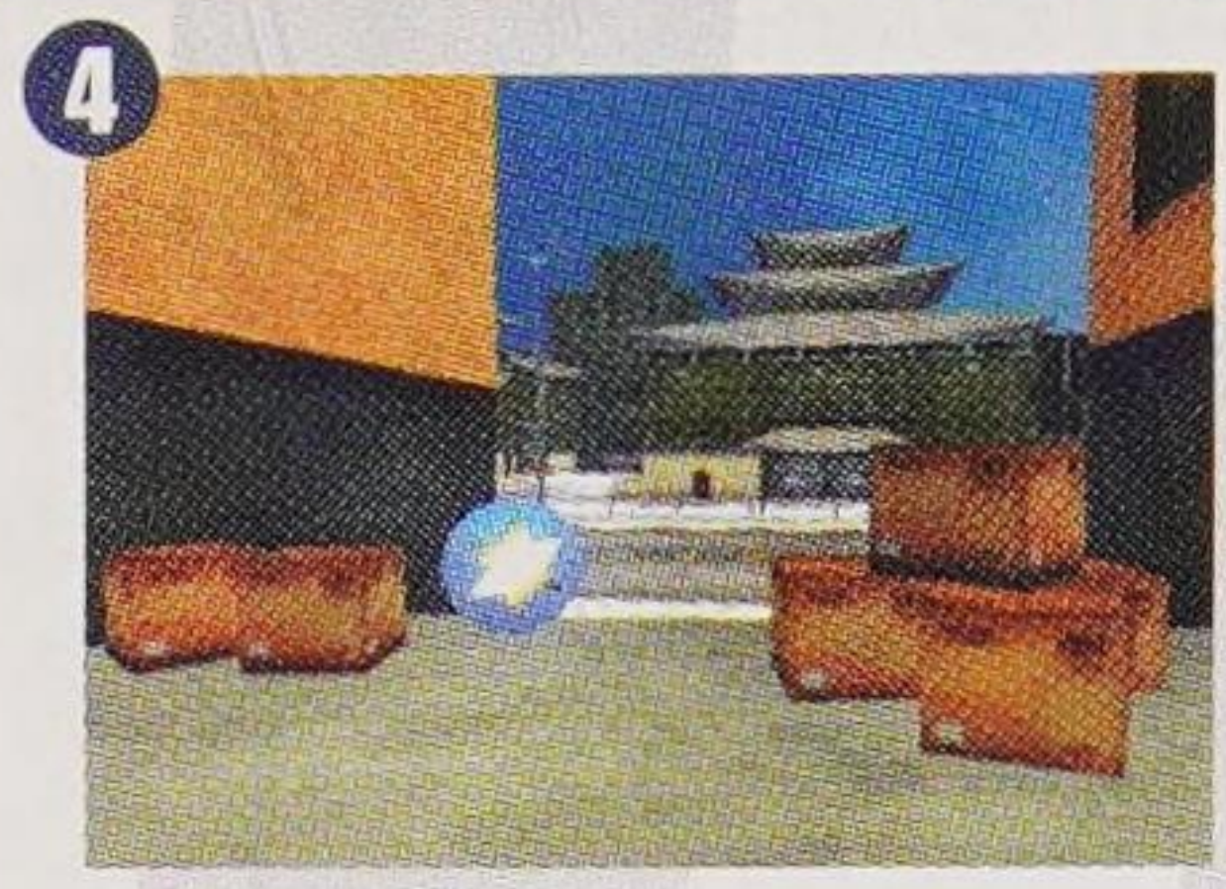
PORTLAND POLICE BRIBES

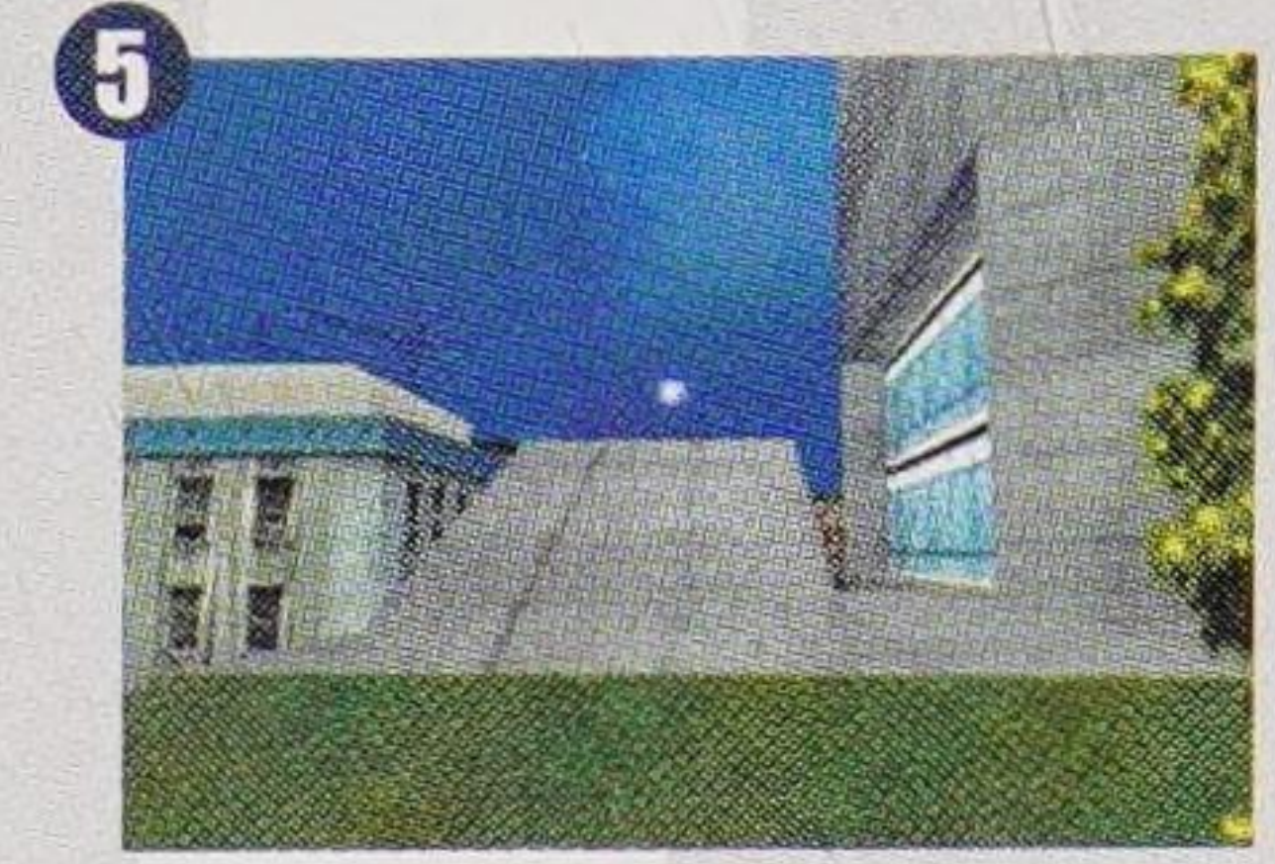
①

Harwood
Over the overpass. Use the wooden ramp at Borgnine Taxis to jump the wall and fly through it.

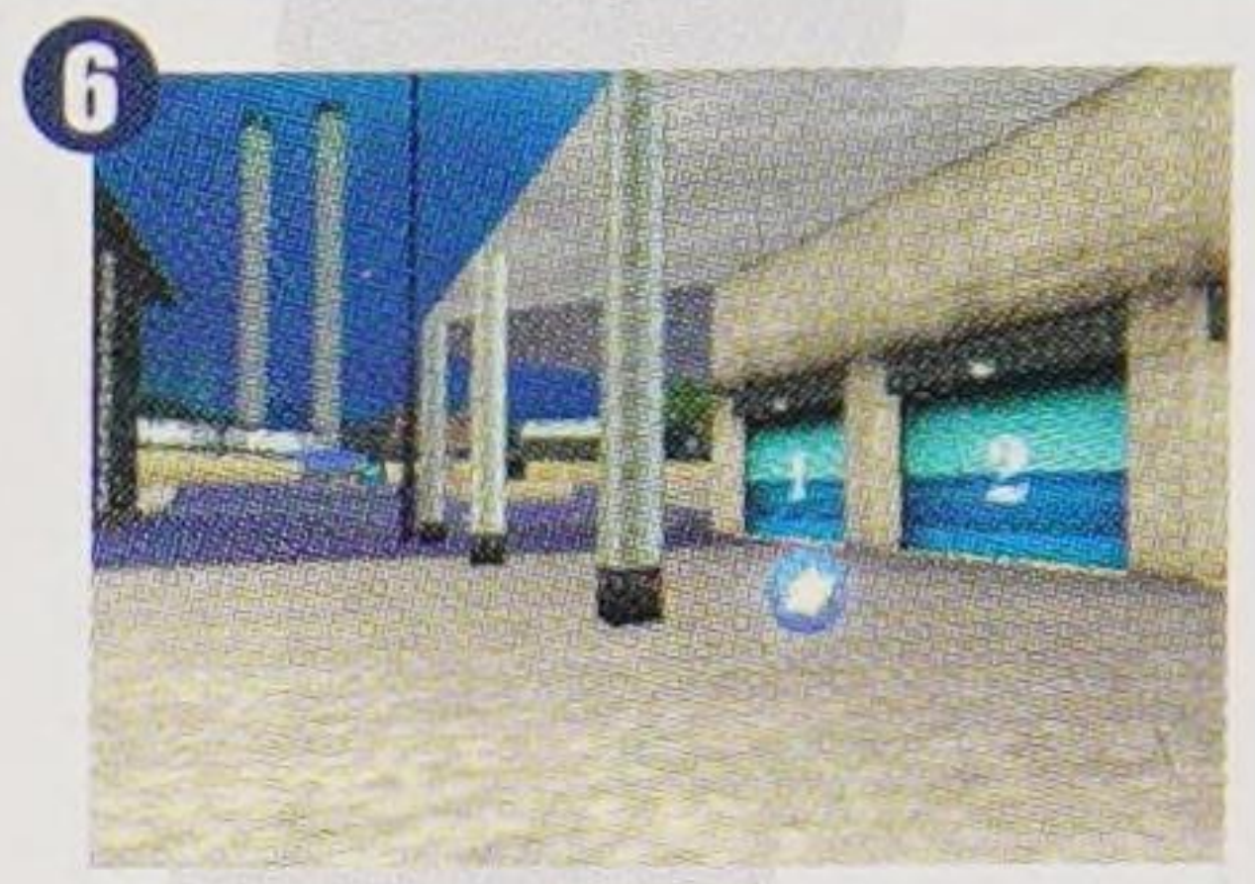
②


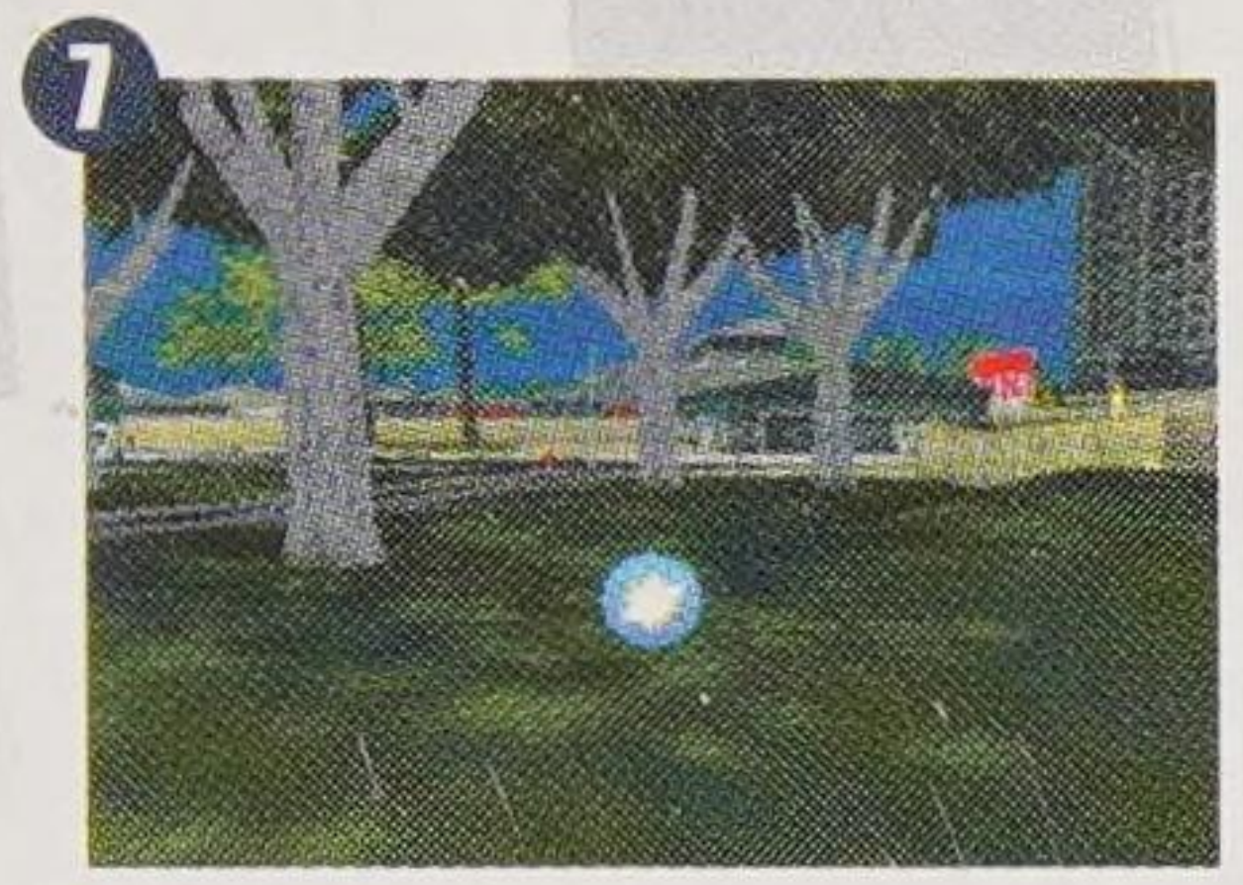
Saint Mark's
In a small alley exit; speed through a wide alley to reach it. You drive through the bribe and land on the next street.

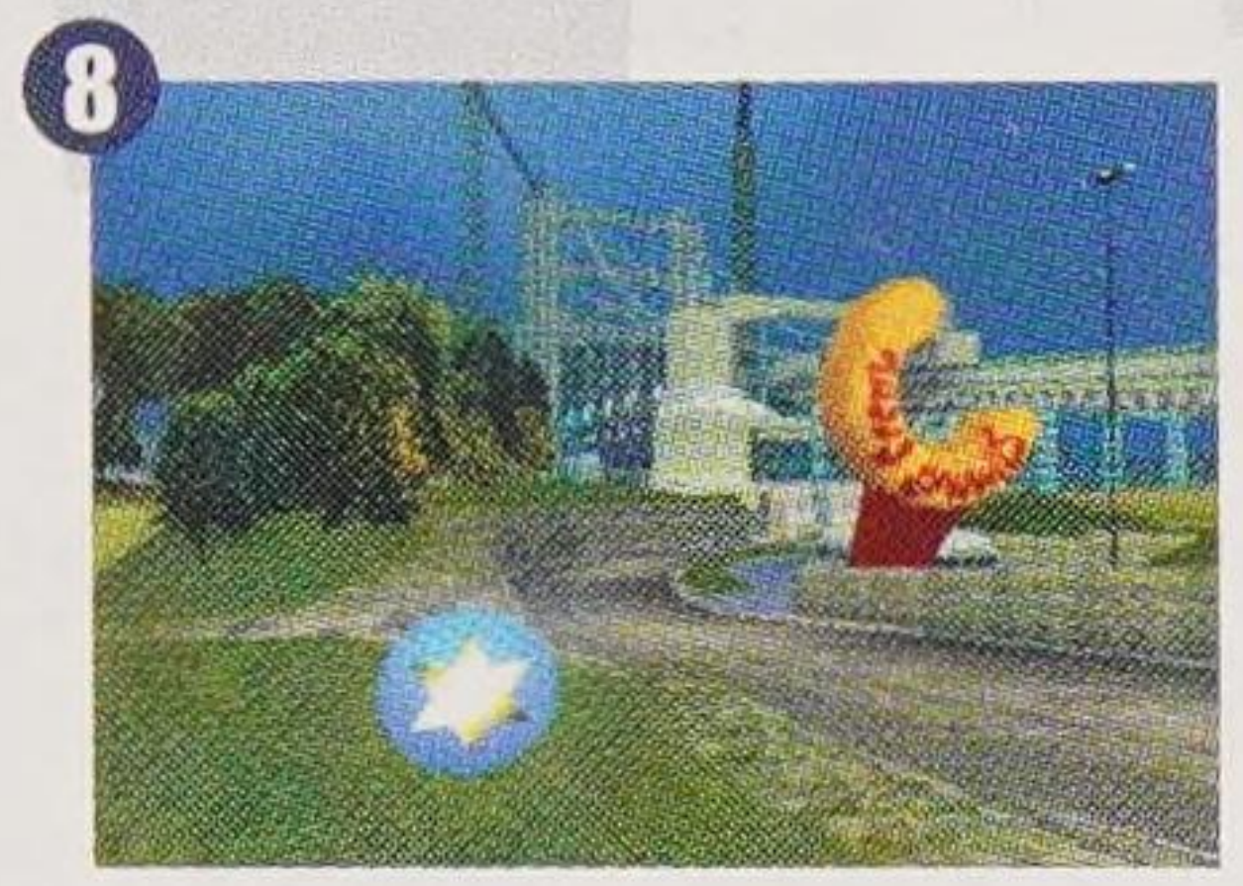
③

Saint Mark's
At the top of the Unique Stunt Jump near Marco's Bistro.

④

Chinatown
In a short, ramped alleyway in Chinatown.

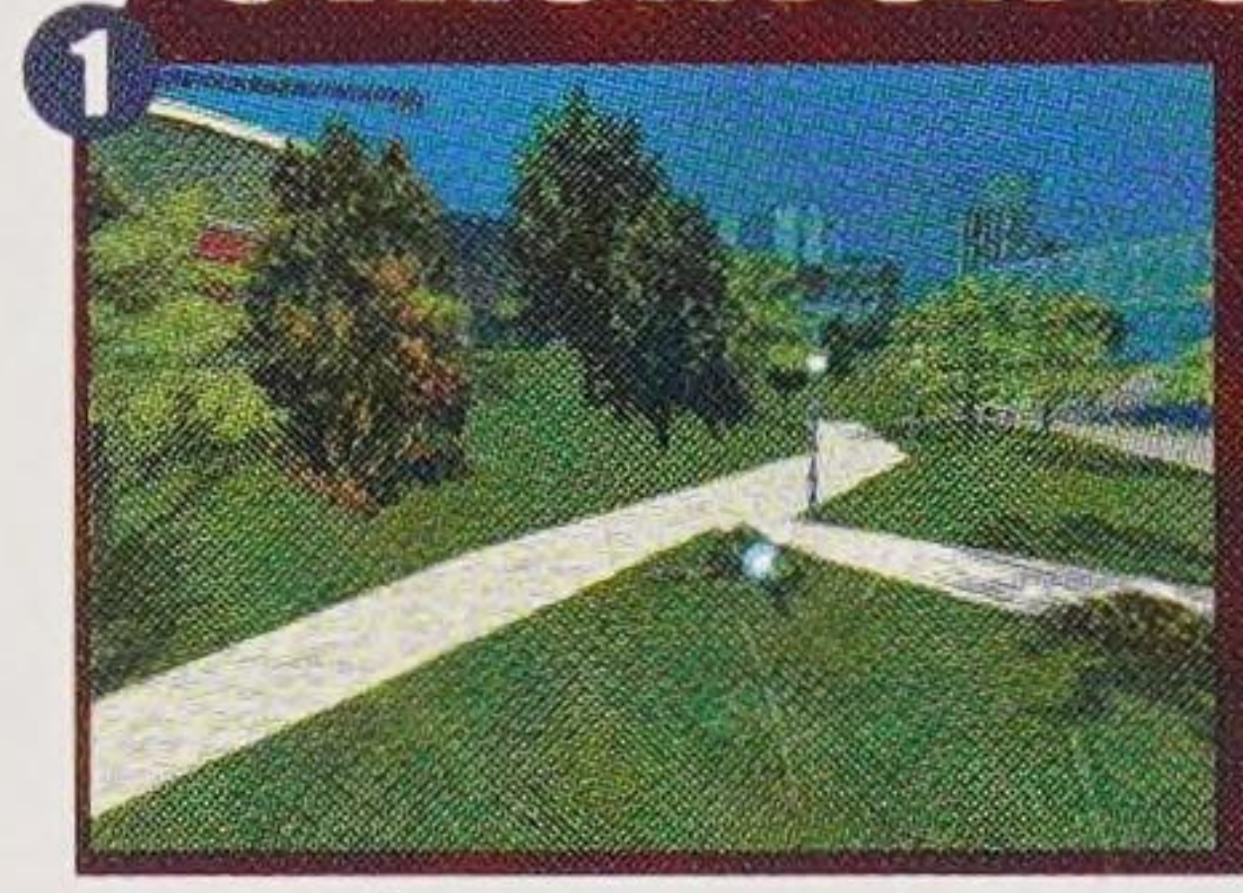
⑤

Portland View
Above the Unique Stunt Jump between the Hospital and the police station.

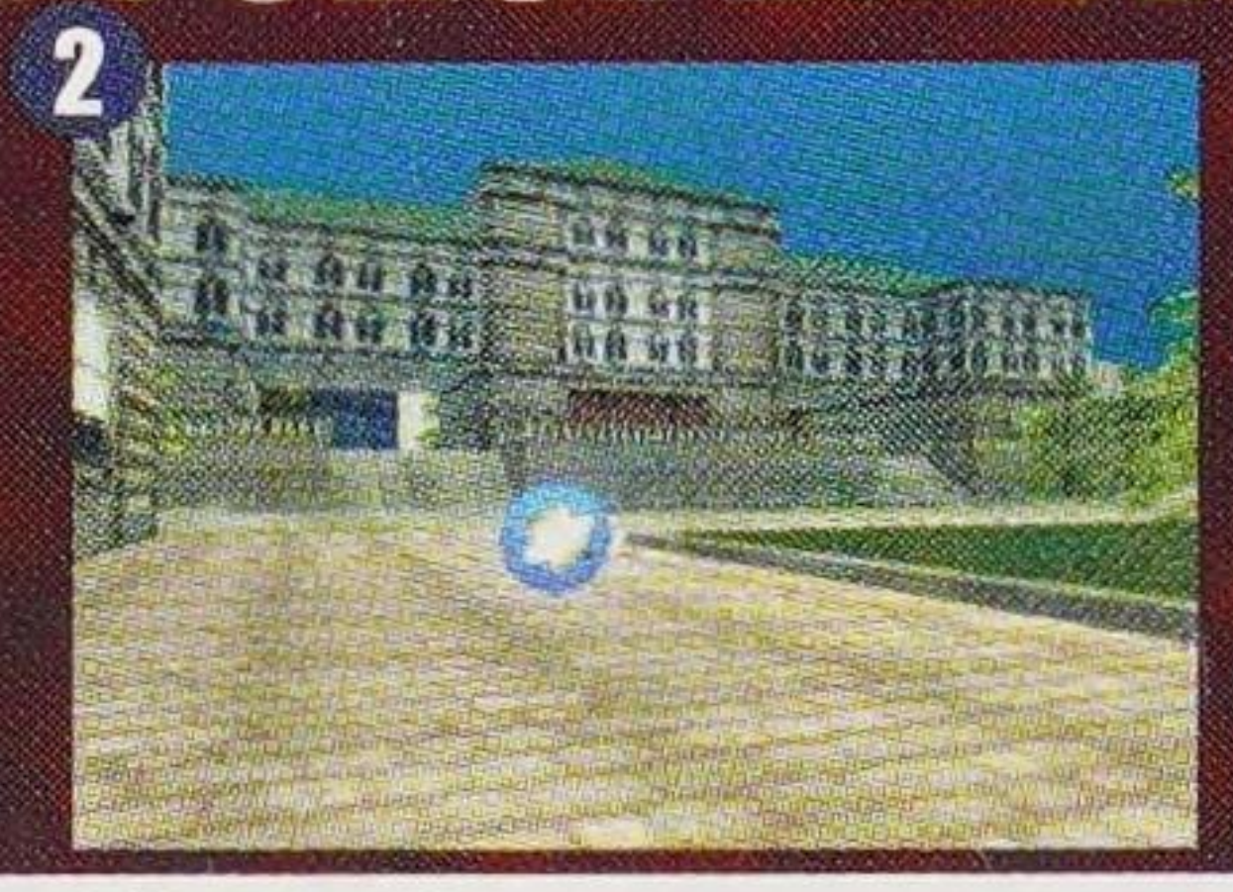
⑥

Portland Harbor
Under the shelter of the warehouse with multiple shutter doors.

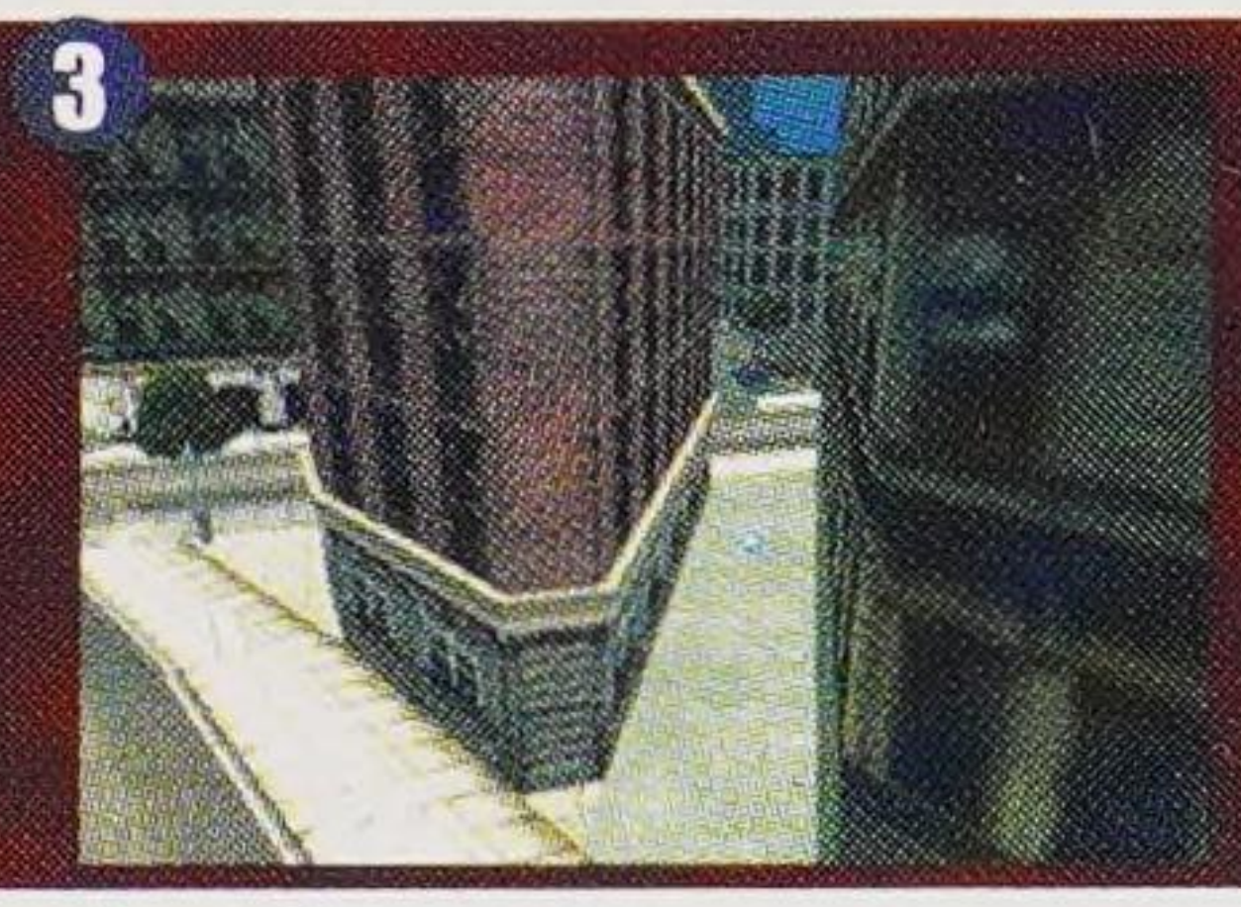
⑦

Trenton
In the small wooded median.

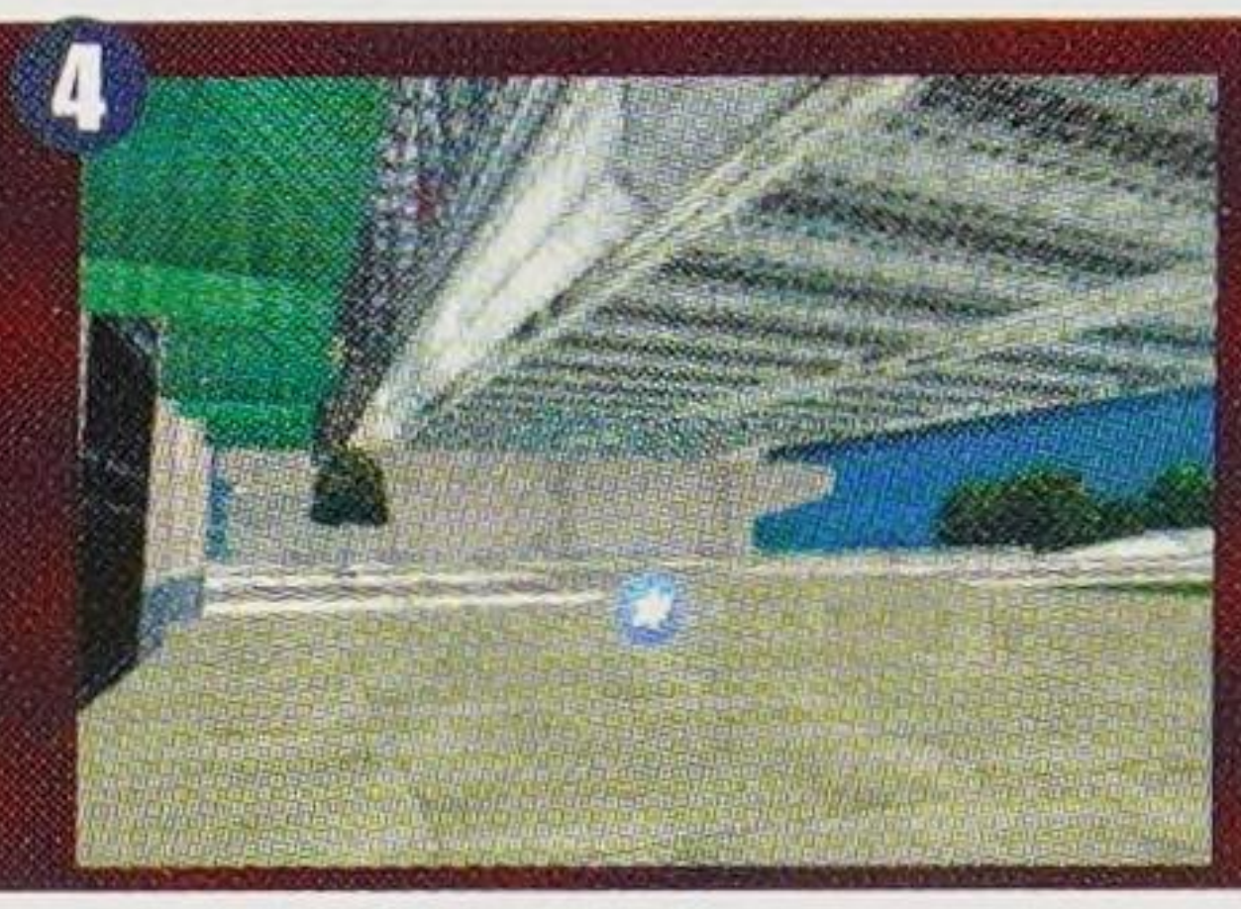
⑧

Callahan Point
On the grassy berm beside the dirt road that leads to the drug factory.

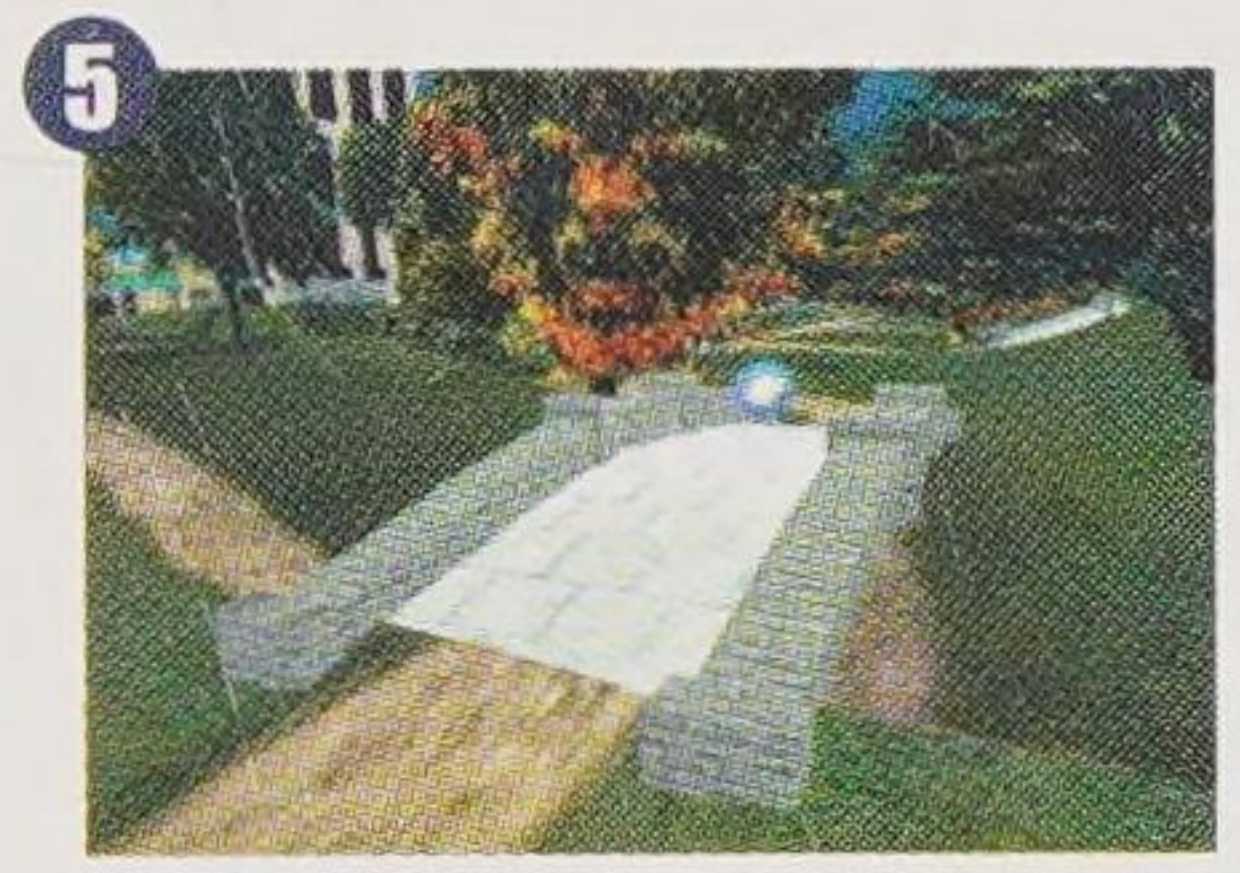
STAUNTON ISLAND POLICE BRIBES

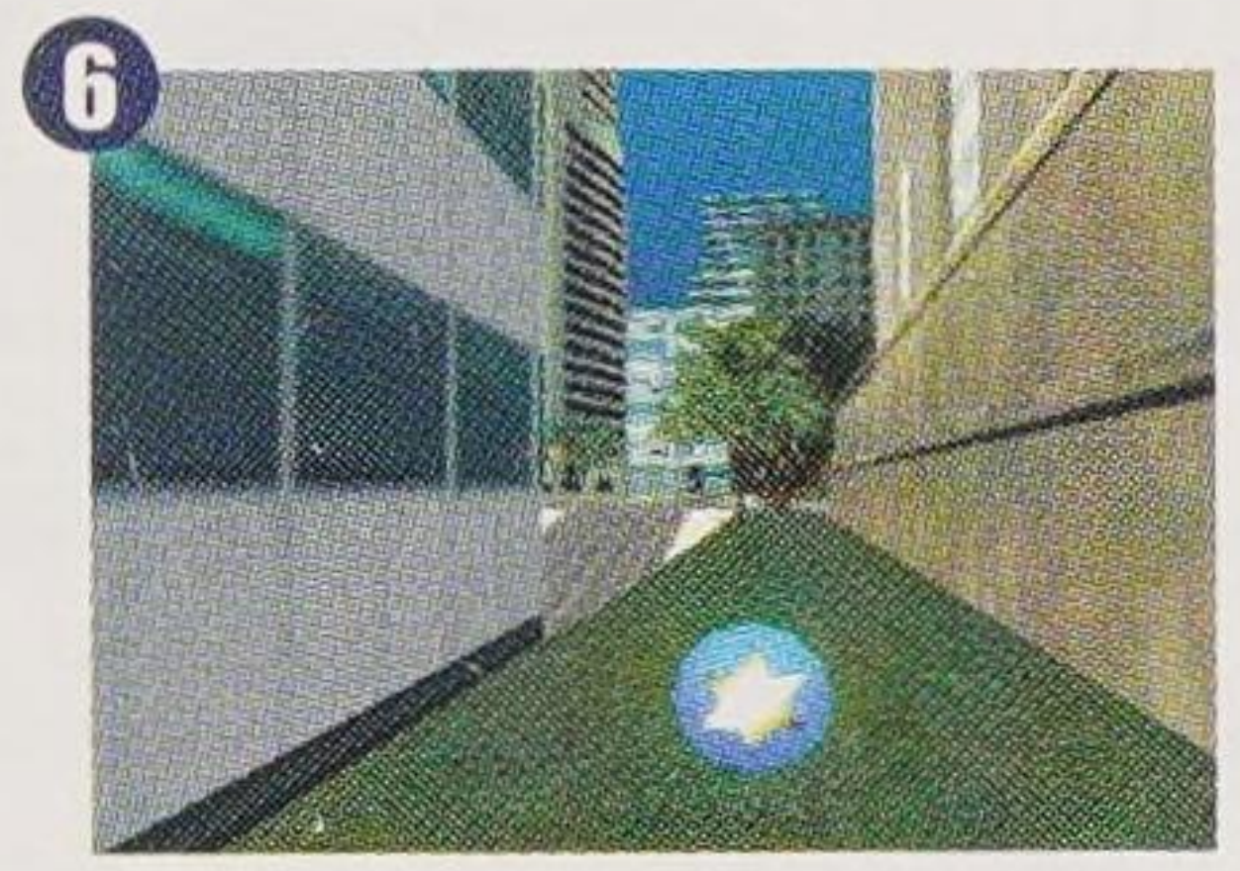
①

Aspatria
Just off the costal sidewalk.

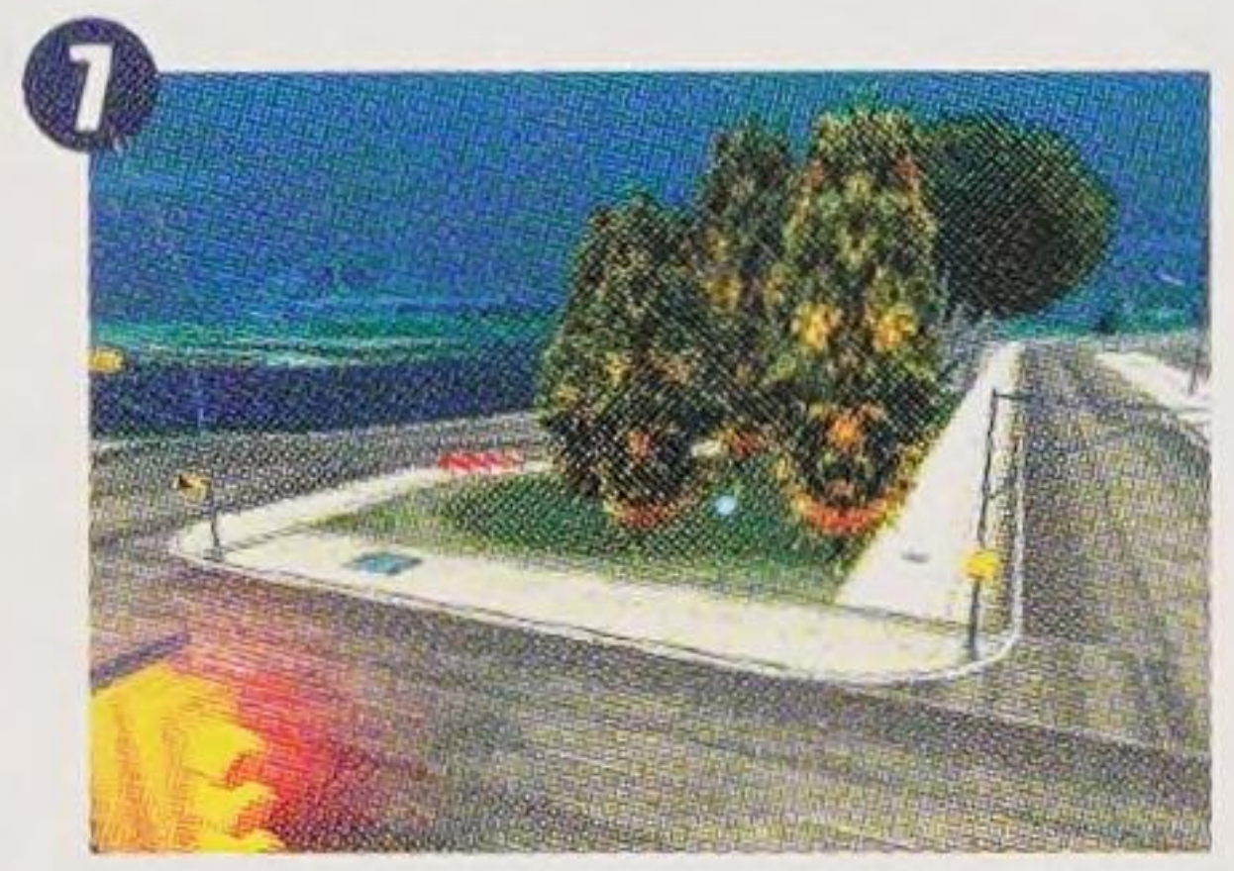
②

Liberty Campus
Next to building in the commons area.

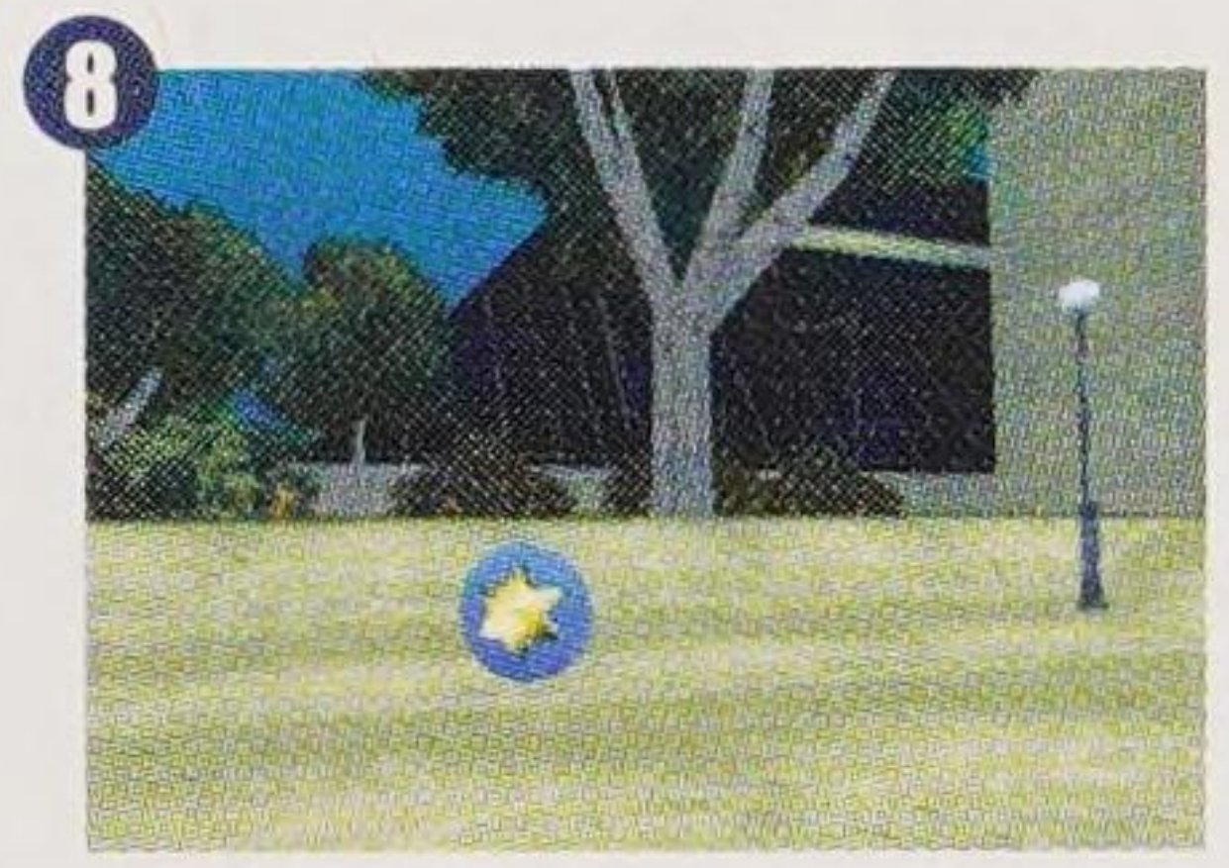
③

Fort Staunton
In the short, angled alley across from Search and Rescue alley (Sal mission).

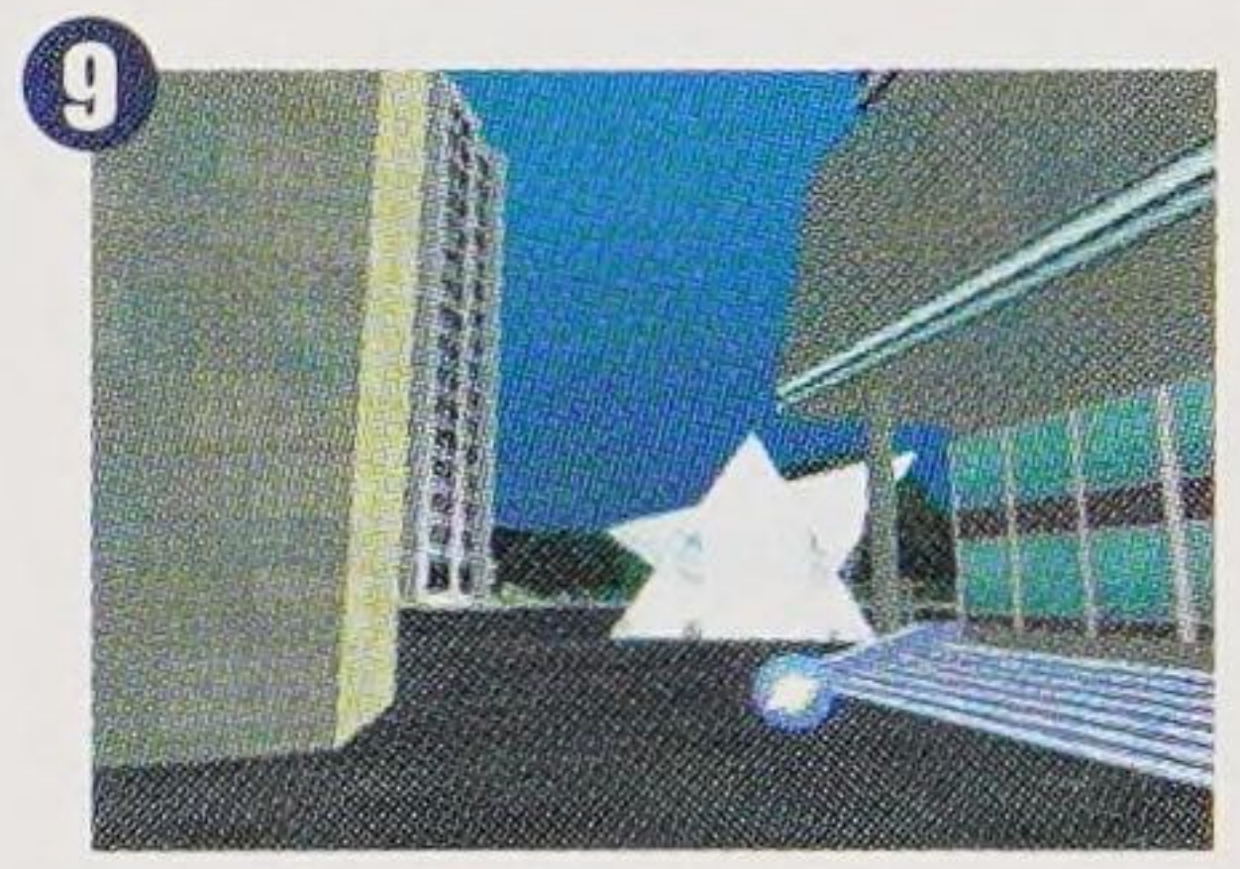
④

Belleville Park
Under the elevator bridge and on a paved cut-through just before the bridge entrance.

⑤

Belleville Park
On the pedestrian bridge in the park.

⑥

Newport
On a small grass pathway between the police station and City Hall.

⑦

Bedford Point
On a grassy, wooded median.

⑧

Torrington
In a parking lot across from the casino.

⑨

Torrington
In a pathway between buildings near the star monument.

SHORESIDE VALE POLICE BRIBES

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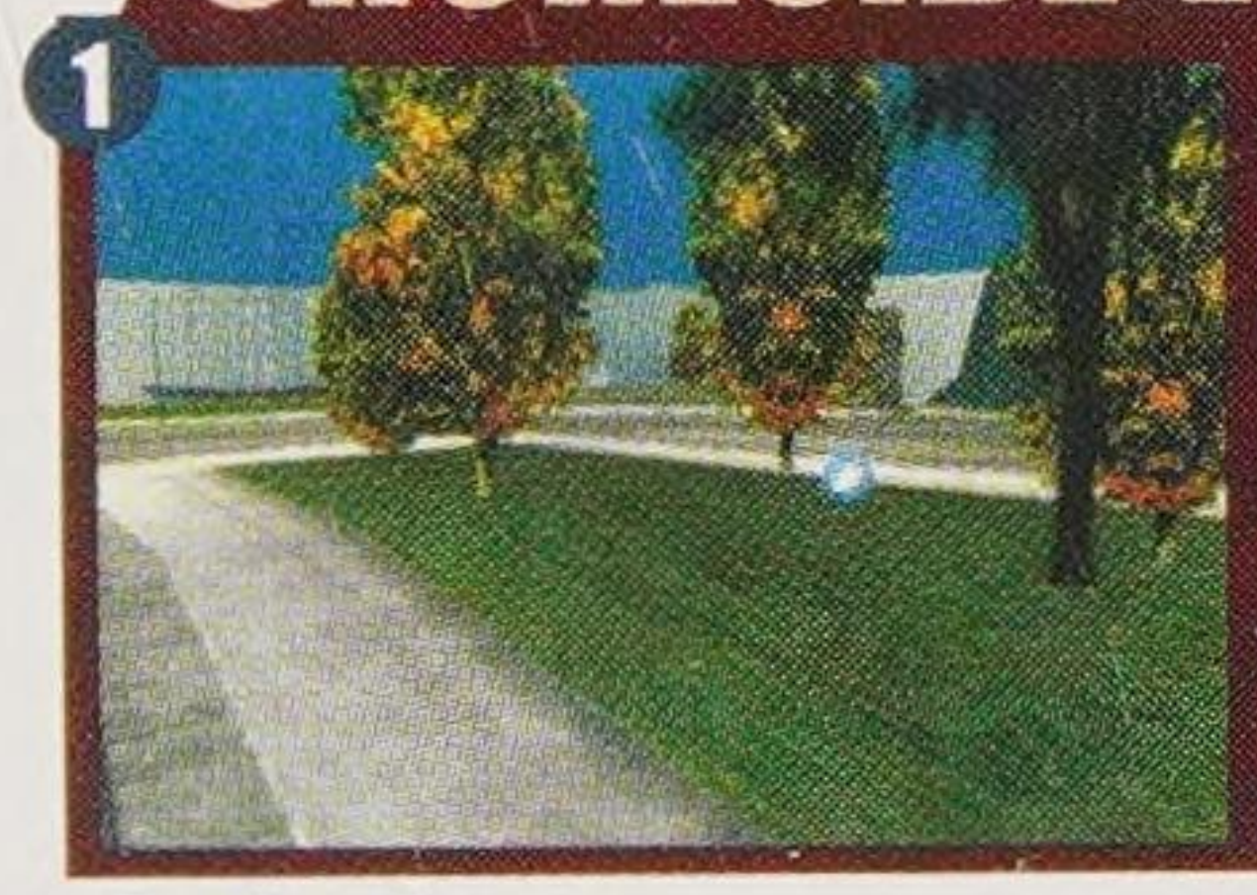
Cedar Grove
On a median across from upper dam entrance.

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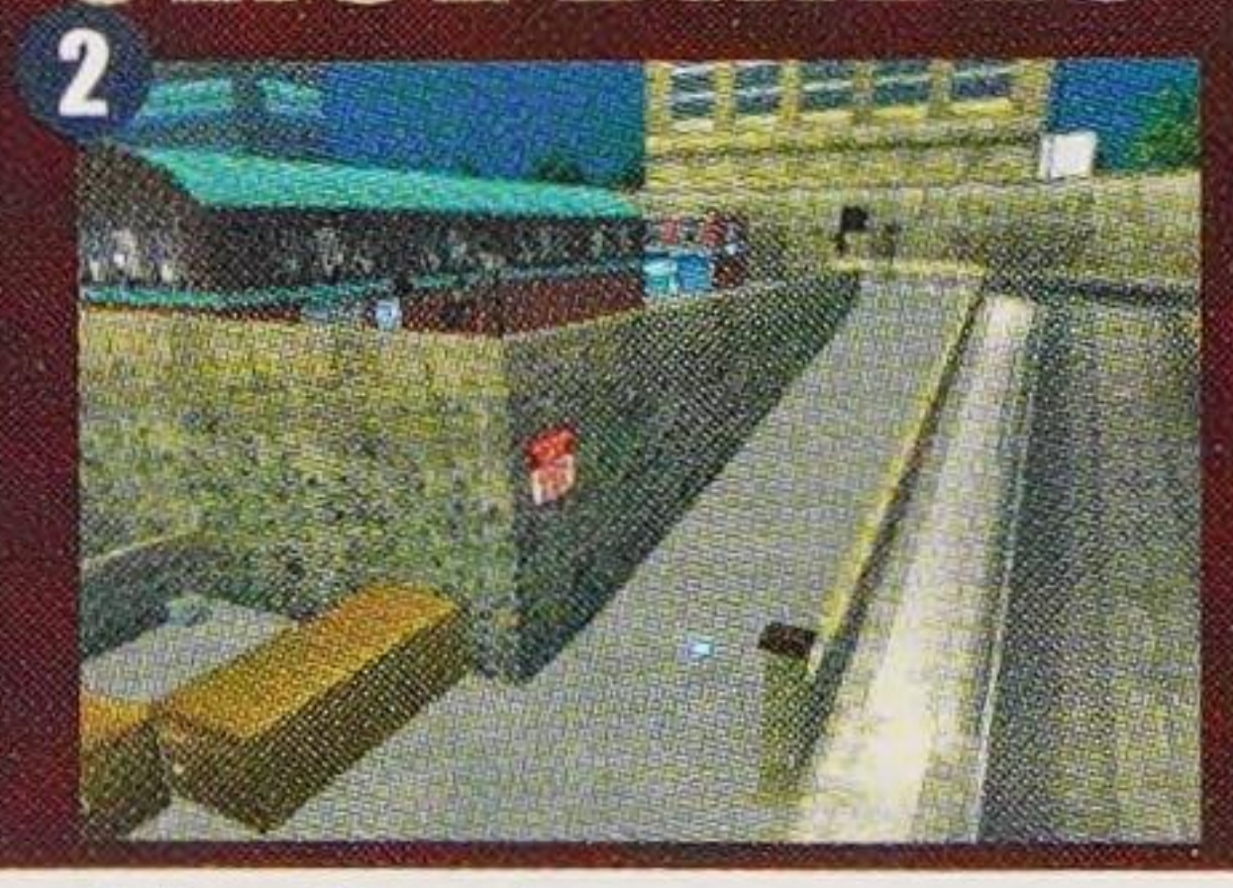
Pike Creek
On the sloped drive leading to 8-Ball's and Pay 'n' Spray.

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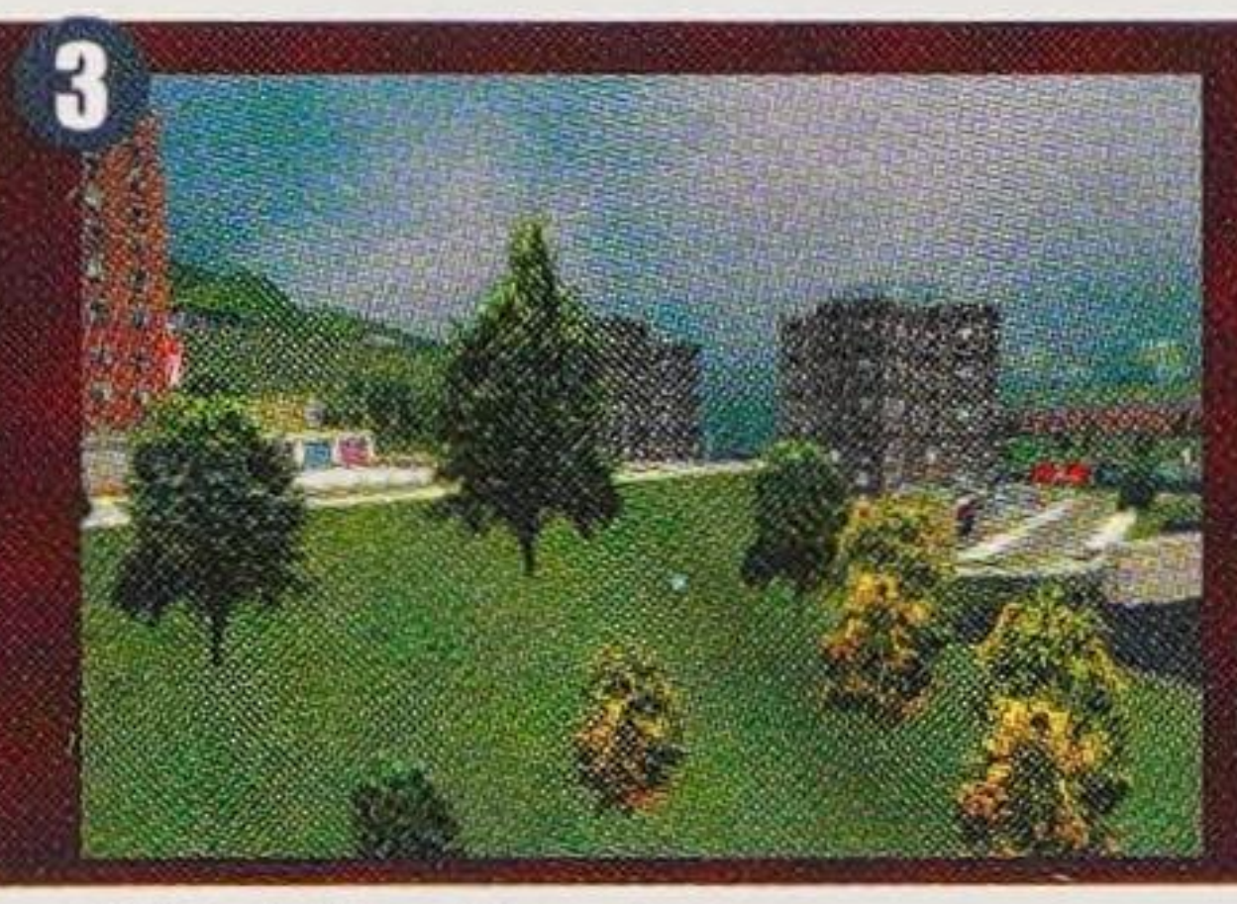
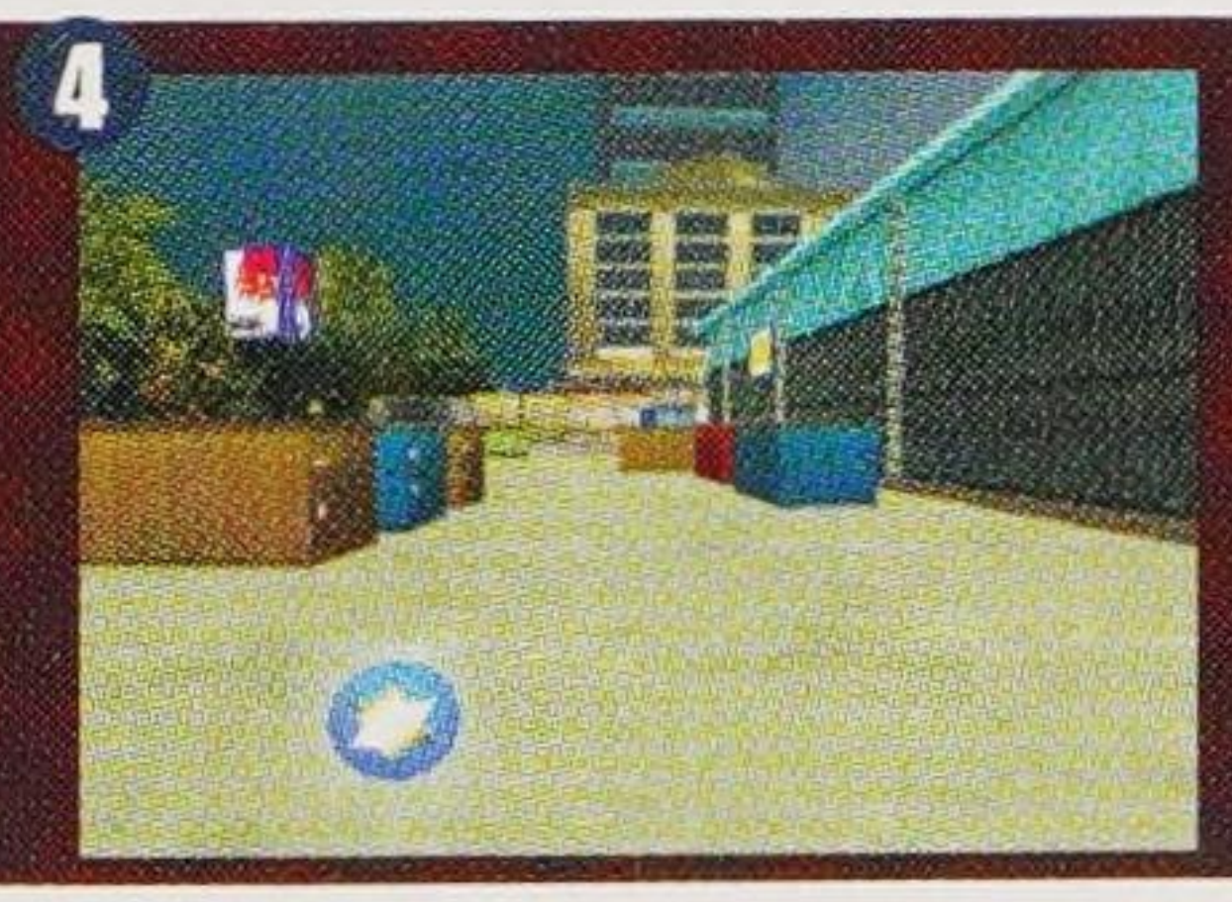
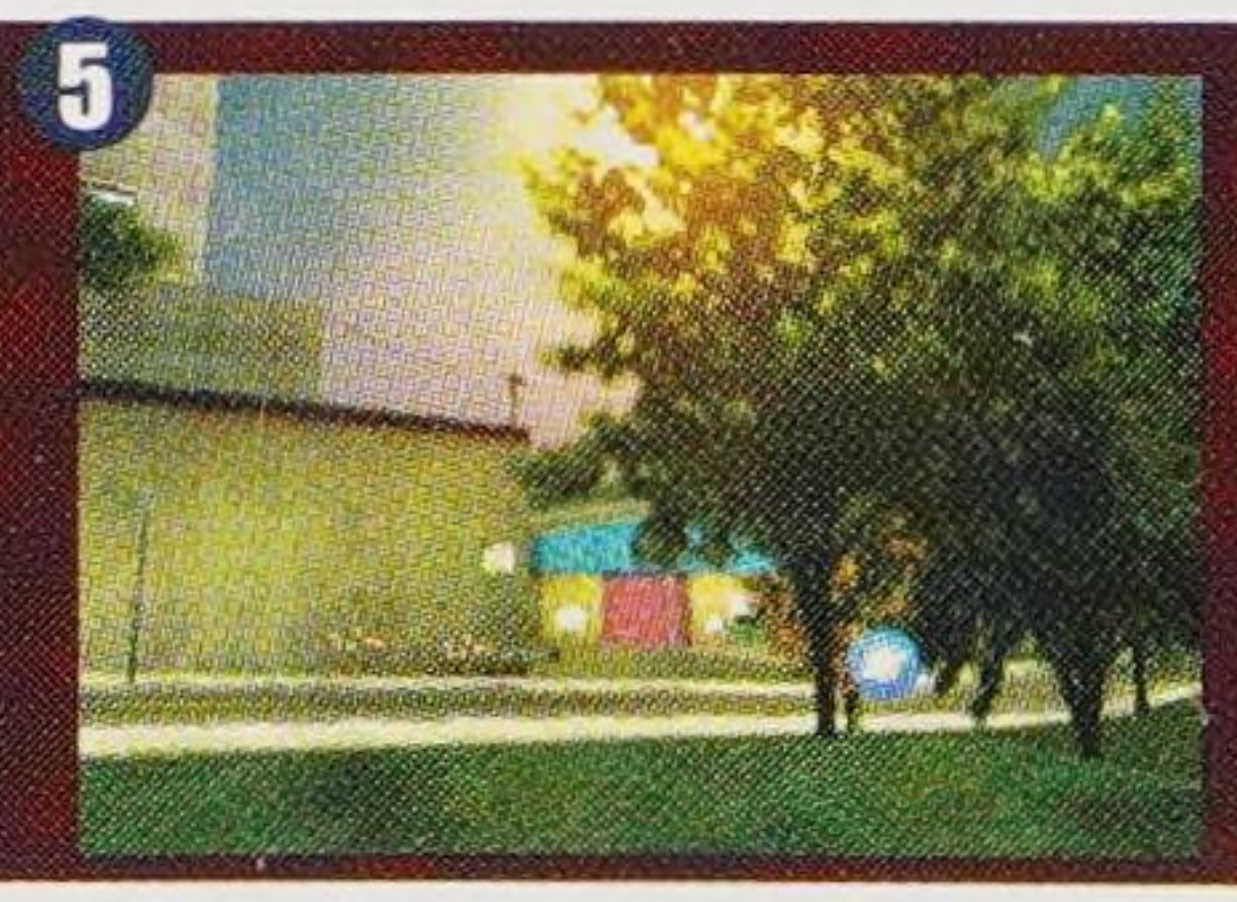
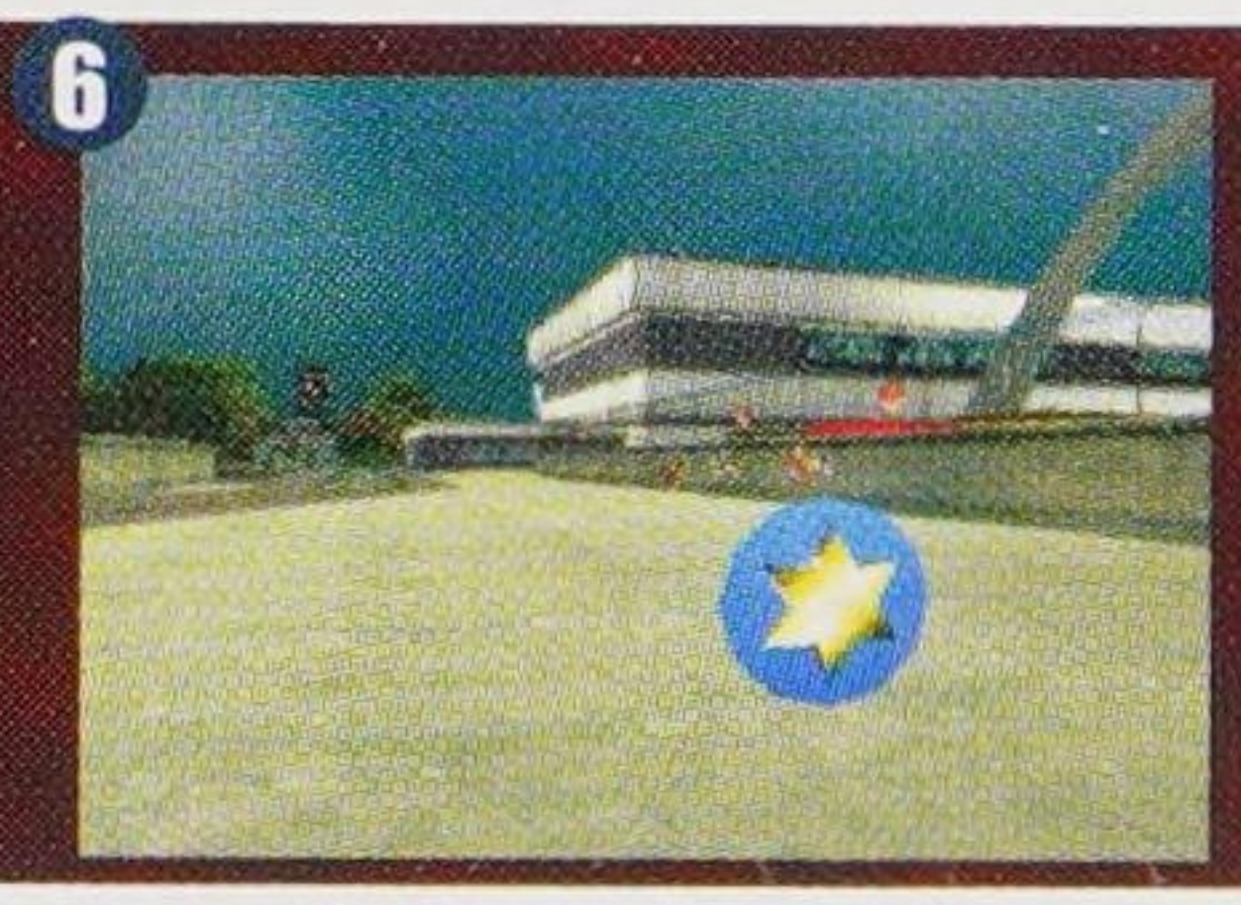

Wichita Gardens
On a steep, grassy embankment between low road and higher road to the apartment.

④

Pike Creek
In the warehouse compound with the stair access to the green Klunt warehouse rooftop.

⑤

Pike Creek
Just off the road that's south of the Hospital.

⑥

Francis Intl. Airport
Just past the fire station and beside the road barricade arm that leads to the hangars and tarmac.

LIBERTY CITY MAPS

COCHRANE DAM
CEDAR RIDGE OBSERVATORY
CEDAR GROVE
STAUNTON ISLAND
PIKE CREEK
WICHITA GARDENS
29
30
31
32
33
FRANCIS INTERNATIONAL AIRPORT
34
35
36
37
SHORESIDE LIFT BRIDGE
SHORESIDE VALE
ASPATRIA
18
19
ROCKFORD
FORT STAUNTON
LIBERTY CAMPUS
NEWPORT
20
21
22
23
BELLEVILLE PARK
24
CALLAHAN BRIDGE
25
26
TORRINGTON
BEDFORD POINT
27
28
1
HARWOOD
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3
4
ST. MARKS
6
HEPBURN HEIGHTS
5
RED LIGHT DISTRICT
7
PORTLAND BEACH
PORTLAND
8
9
PORTLAND VIEW
CHINATOWN
10
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12
15
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14
16
PORTLAND HARBOR
TRENTON
CALLAHAN POINT
ATLANTIC QUAYS
17
PORTLAND

PORTLAND

1 Bumps & Grinds (Sanchez)
2 Trash Dash (Trashmaster)
3 Scrapyard Challenge (Sanchez)
4 Firefighter (Firetruck)
5 Thrashin' RC (Toyz Van)
6 Car Salesman
7 9MM Mayhem (Freeway)
8 Paramedic (Ambulance)
9 Wong Side of the Tracks (Sanchez)
10 Red Light Racing (payphone)
11 Noodle Punk (Noodleboy)
12 Vigilante (Police car)
13 Scooter Shooter (Faggio)
14 RC Triad Take-Down (Toyz Van)
15 Taxi Driver (Taxi)
16 Low-Rider Rumble (payphone)
17 Slash TV

STAUNTON ISLAND

18 Paramedic (Ambulance)
19 Trash Dash (Trashmaster)
20 Deimos Dash (payphone)
21 Firefighter (Firetruck)
22 Bike Salesman (Hogs & Cogs)
23 Ragin' RC (Toyz Van)
24 Go Go Faggio (Faggio)
25 Vigilante (Police car)
26 Well Snacked Pizza (Pizzaboy)
27 Love Media's "Car-azy Car Giveaway"
28 Torrington TT (payphone)

SHORESIDE VALE

29 AWOL Angel (Angel)
30 Wi-Cheetah Run (payphone)
31 Vigilante (Police car)
32 Gangsta GP (payphone)
33 Paramedic (Ambulance)
34 Trash Dash (Trashmaster)
35 Firefighter (Firetruck)
36 Chasin' RC (Toyz Van)
37 See the Sight Before Your Flight

LIBERTY CITY MAPS

SHORESIDE VALE
CHRANE DAM
CEDAR RIDGE OBSERVATORY
CEDAR GROVE
PIKE CREEK
WICHITA GARDENS
FRANCIS INTERNATIONAL AIRPORT
SHORESIDE LIFT BRIDGE
STAUNTON ISLAND
ASPATRIA
ROCKFORD
FORT STAUNTON
LIBERTY CAMPUS
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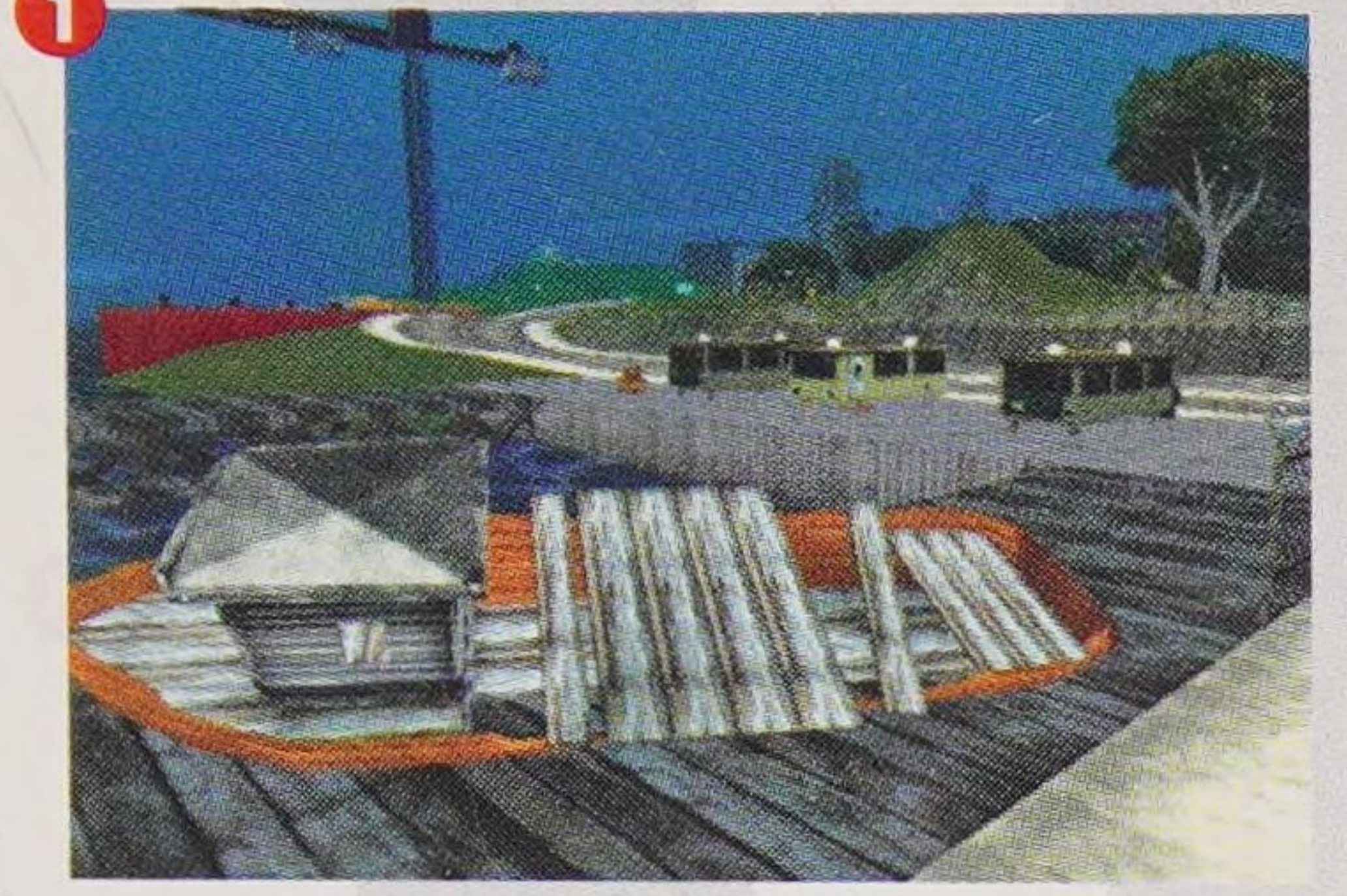
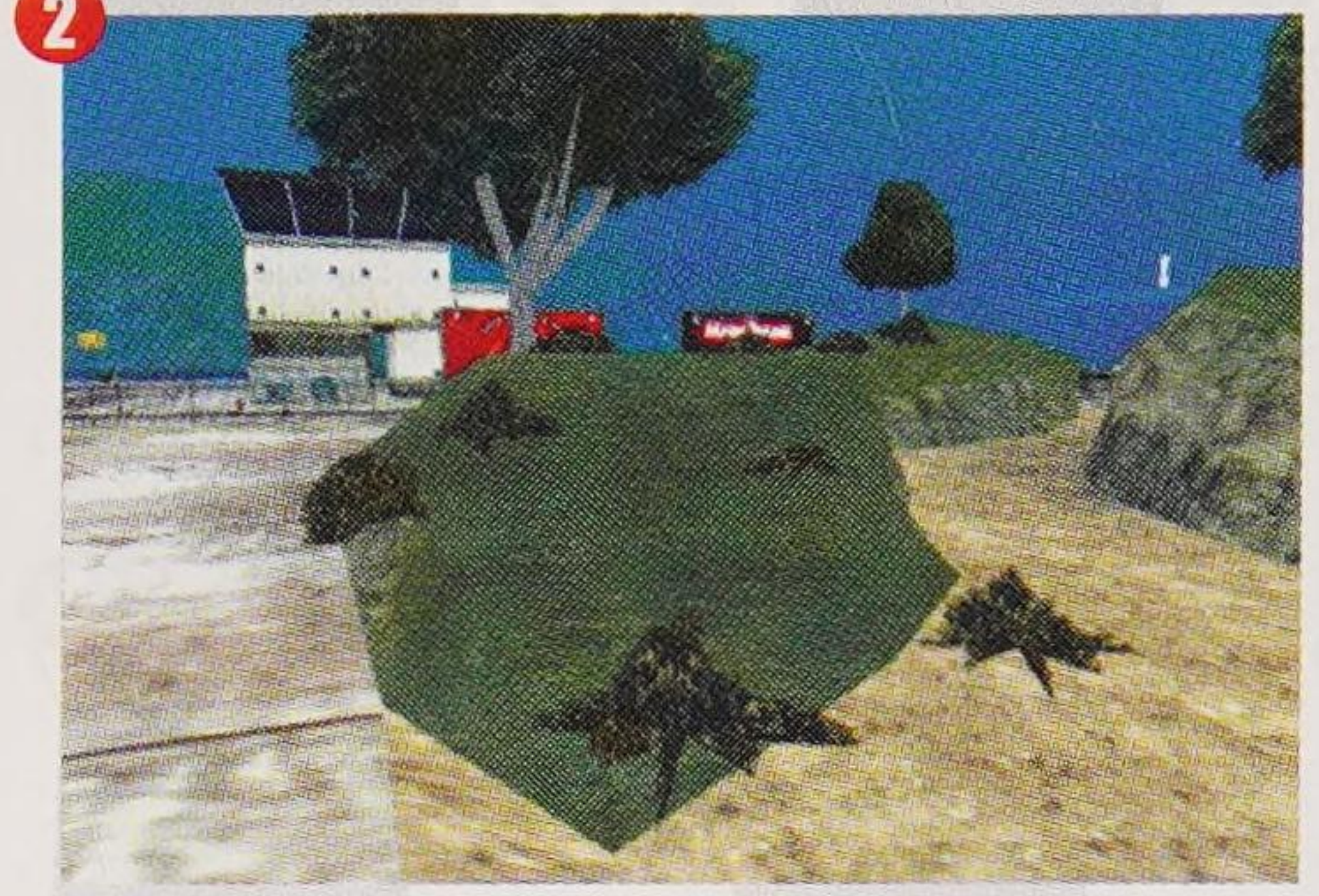


SHIPWRECK JUMP

District: Harwood
Use a PCJ-600. Back up to the northernmost ferry pier's watery edge. Speed east along the northernmost road and up the shipwrecked boat ramp. Jump over the water and land near the portacabins to the southeast.

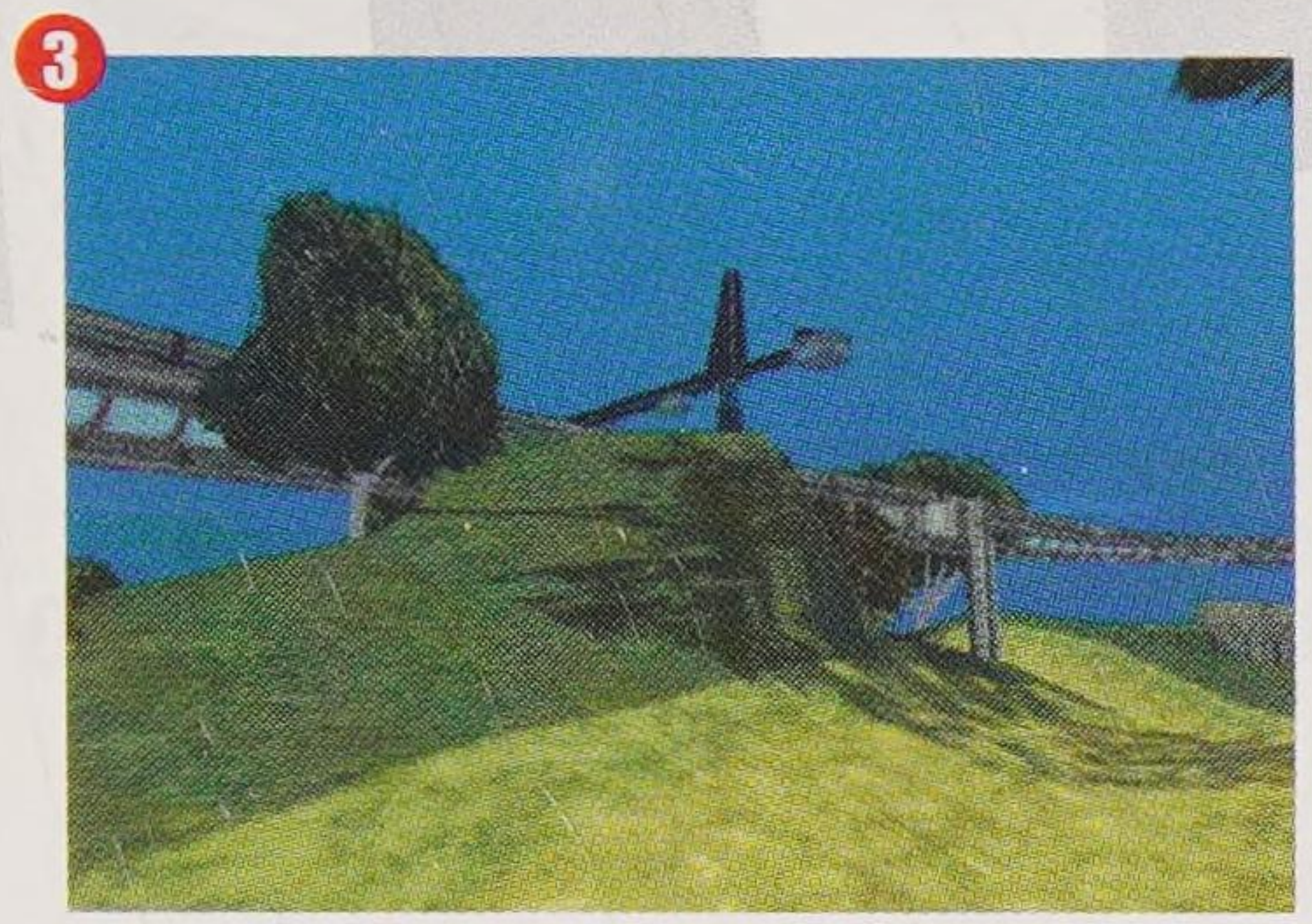
2



MAINFRAME JUMP

District: Harwood
Drive a PCJ-600 along the boardwalk, northeast over the earthen ramp between the dirt path fork. Jump over the street, past the chain link fence, and between the internet and Mainframe billboards at the ferry port.

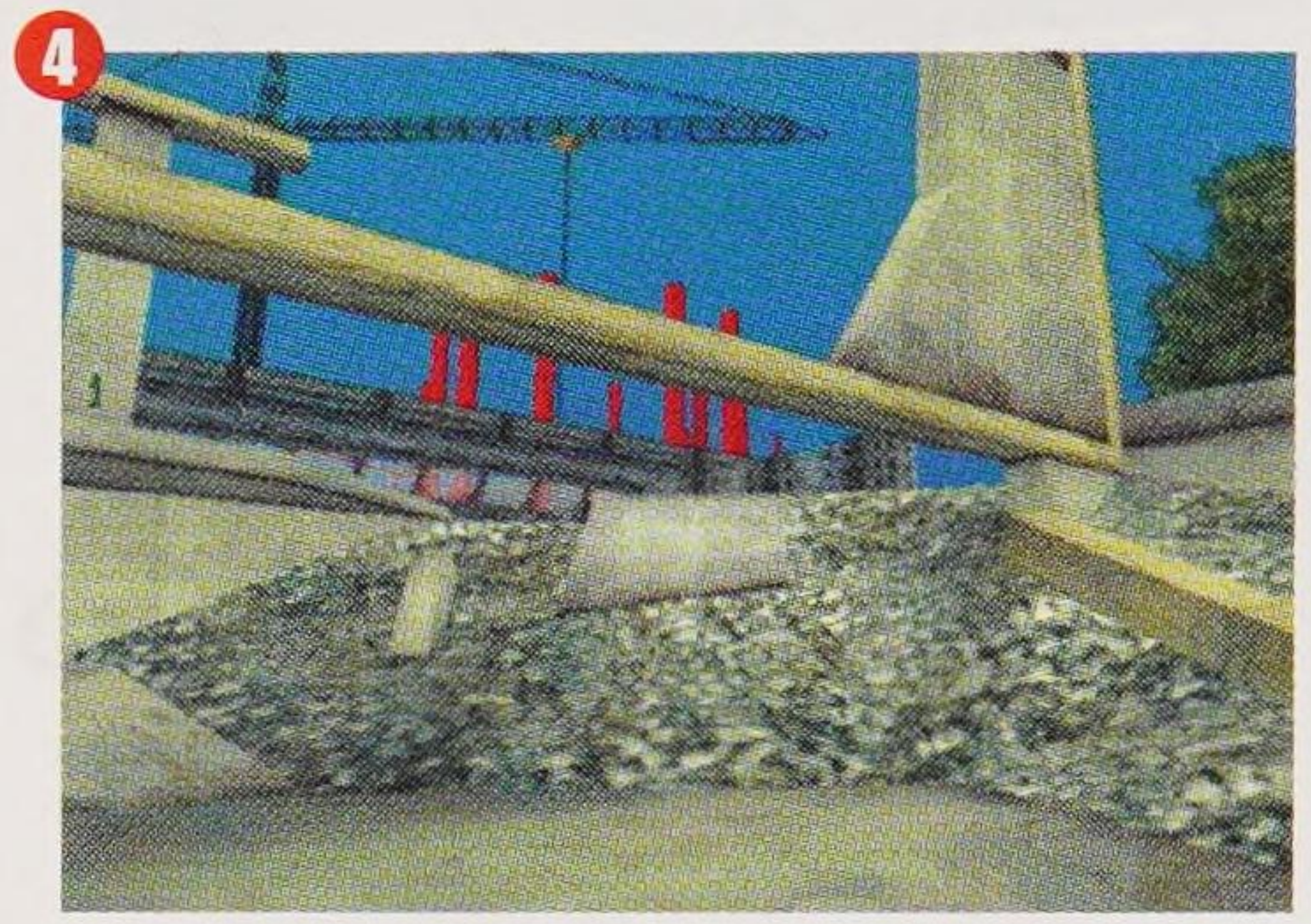
3



OVER THE EL

District: Harwood
Use a PCJ-600 on the dirt bike path. Ride the embankment around the sharp turn, speeding up the large dirt ramp just off the course to the left. Jump over the EL Train track without touching it.

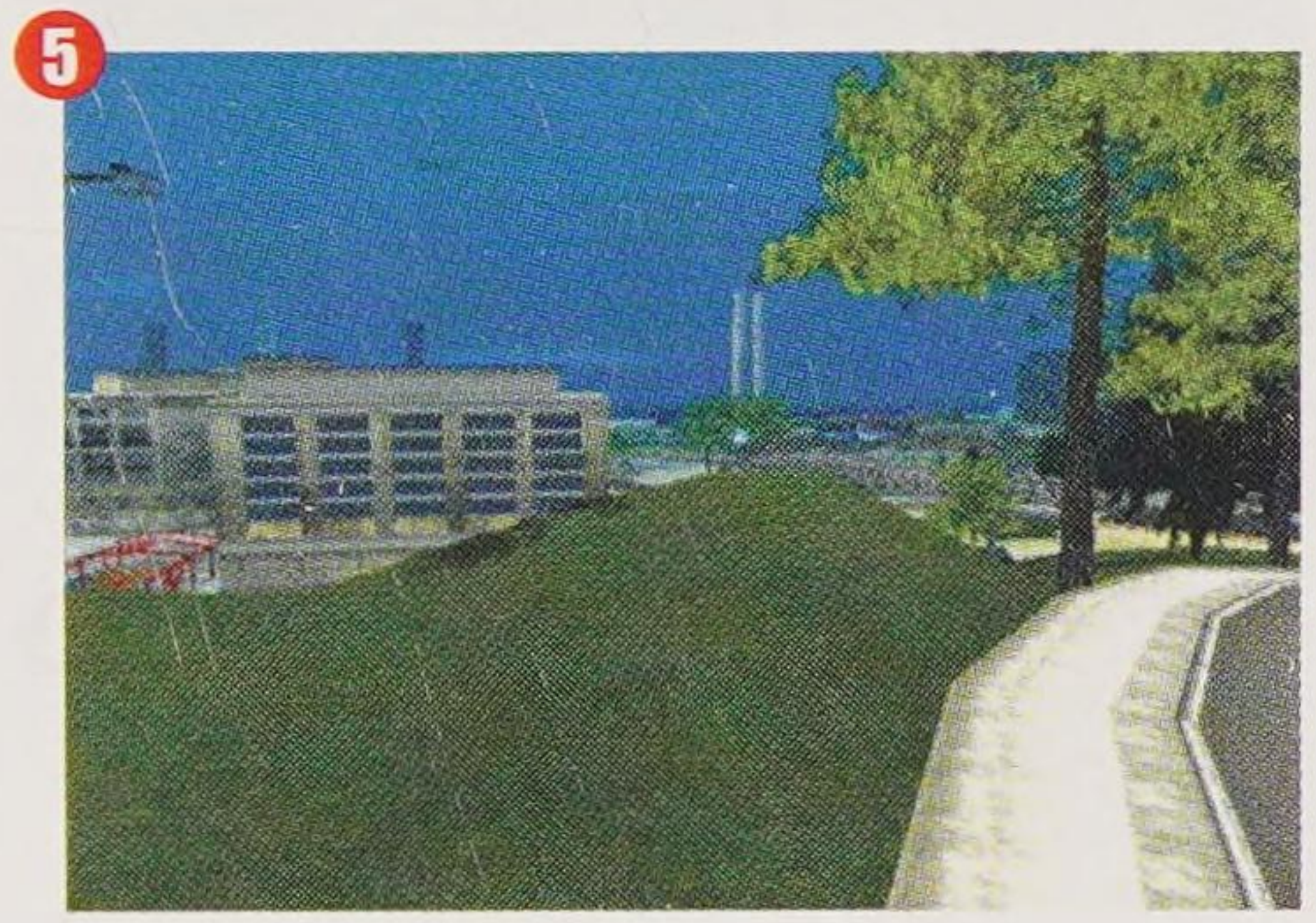
4



DESTROYED DOLLS HOUSE JUMP

District: Red Light District
Use a Sanchez or a PCJ-600 to jump the rubble ramp in the northwest corner of the *destroyed* Dolls House. Speed north along the Chinatown street, veering left into the Dolls House and just missing the curb at the entrance. Shoot up the ramp, veering slightly to the right as you speed up the incline to clear the El Train track and land on the top of the construction building in Hepburn Heights. A Hidden Package and a Sniper Rifle can also be obtained once you're on this rooftop.

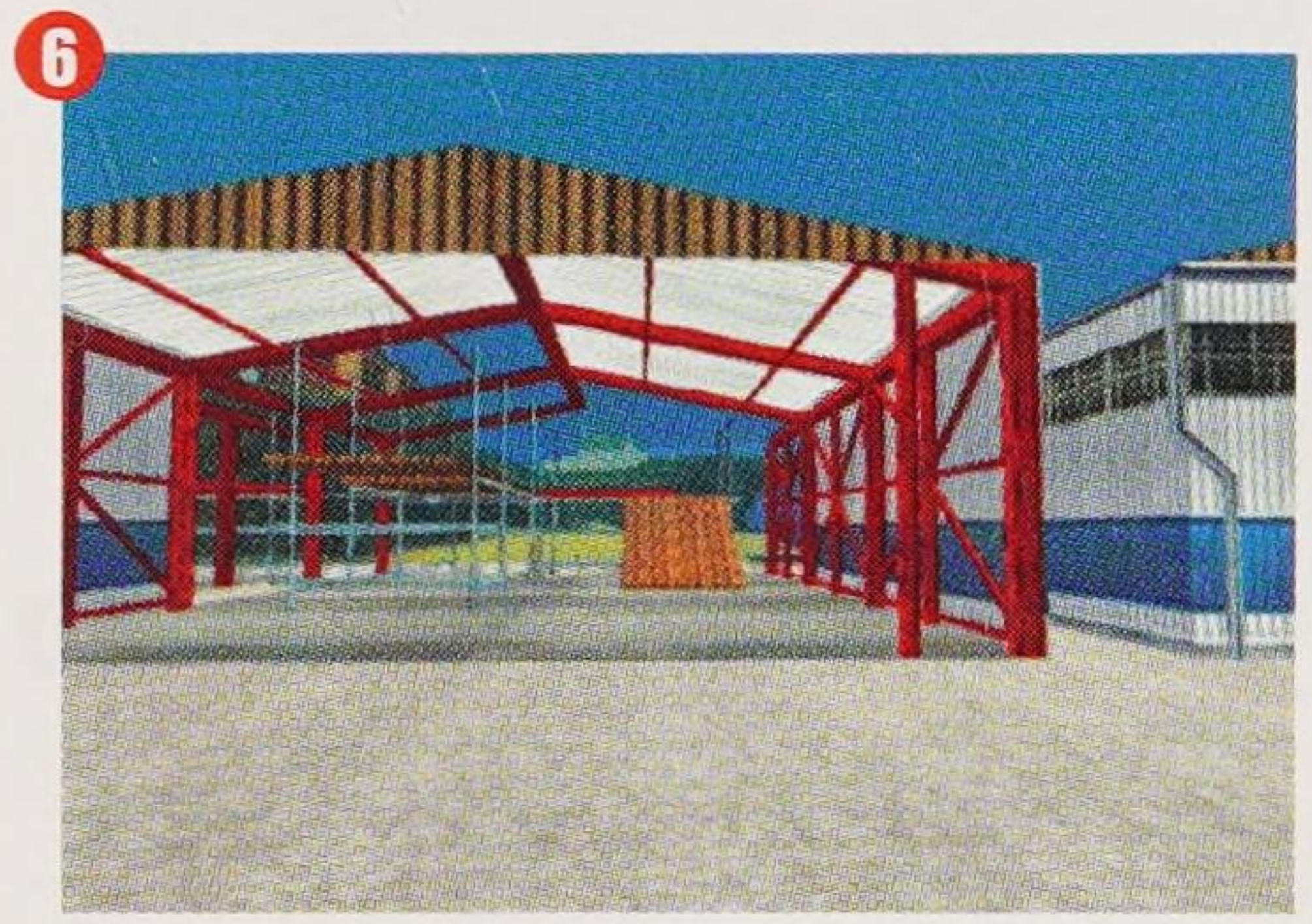
5



SUPA-SAVE JUMP

District: Saint Mark's/Portland View
Use a PCJ-600 to speed south along the street in front of Sal's mansion. Lean forward in the straightaway and jump the earthen ramp at the curve in the road. There's a Police Bribe above this jump. Jump the fence below and land in the lot behind Supa-Save.

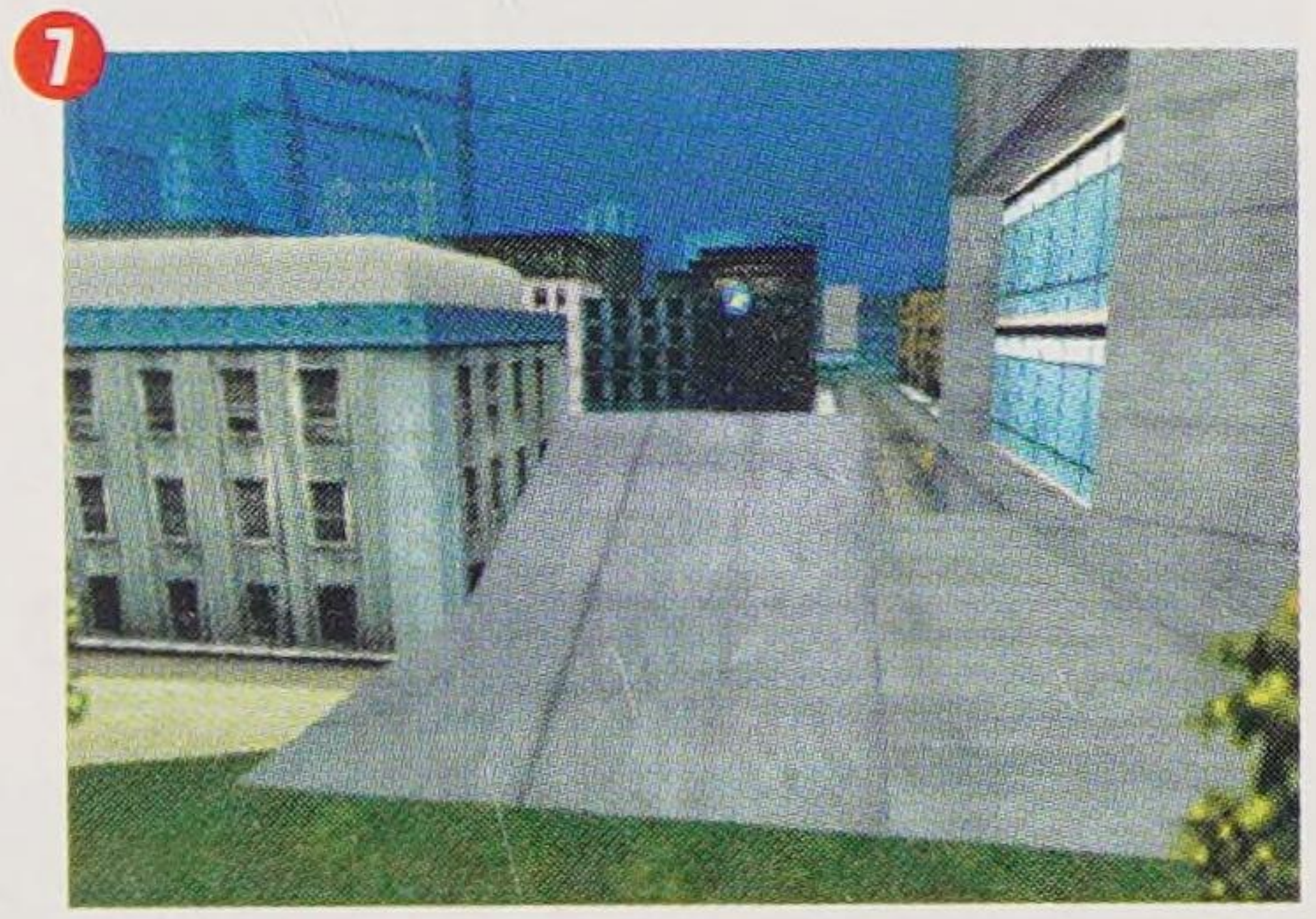
6



BEACH JUMP

District: Portland Harbor
This is easily done in PCJ-600 without leaning forward for the speed increase. Speed north through the warehouse alley and up the wooden ramp, which is set under the massive arrangement of scaffolding. Jump over the river and onto Portland Beach to successfully land the jump.

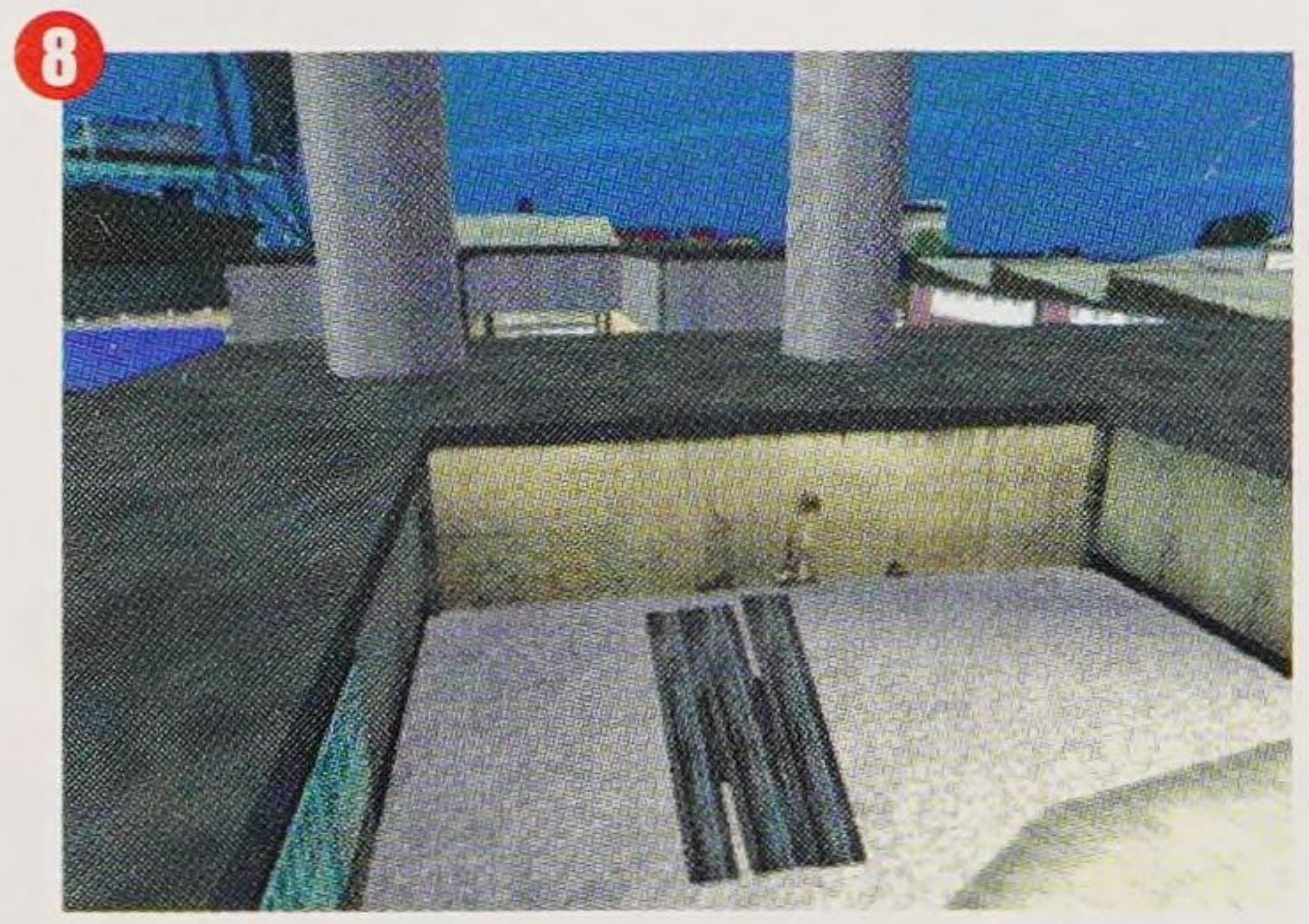
7



HOSPITAL JUMP

District: Portland View
This jump is between the Hospital and the police station. Use a PCJ-600 to speed away from the Portland Docks entrance, then continue across the grass behind the police station and up the earthen ramp. Fly through the Police Bribe in slow-mo and land across the street in front of the police station.

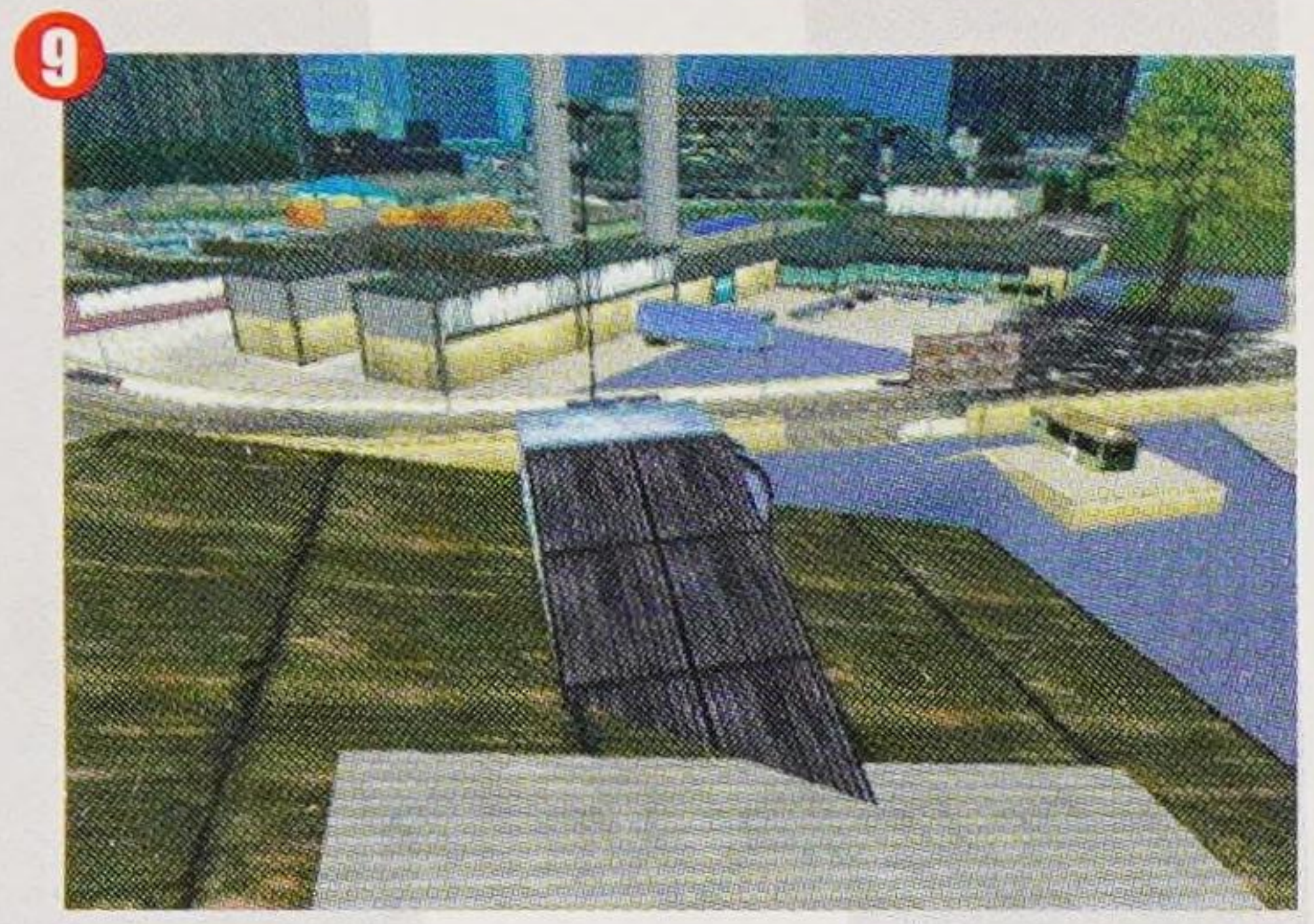
8



TRENTON TO PORTLAND HARBOR DISTRICT: TRENTON

Use a PCJ-600 to burn away from a Chinatown alley, speeding past the police station and onto the Trenton road toward the wooden ramp at the road curve. Go up the wooden ramp and over the alley beyond the building you're jumping over. Roll off the middle rooftop (over the alley) and make it over the dock wall at Portland Harbor.

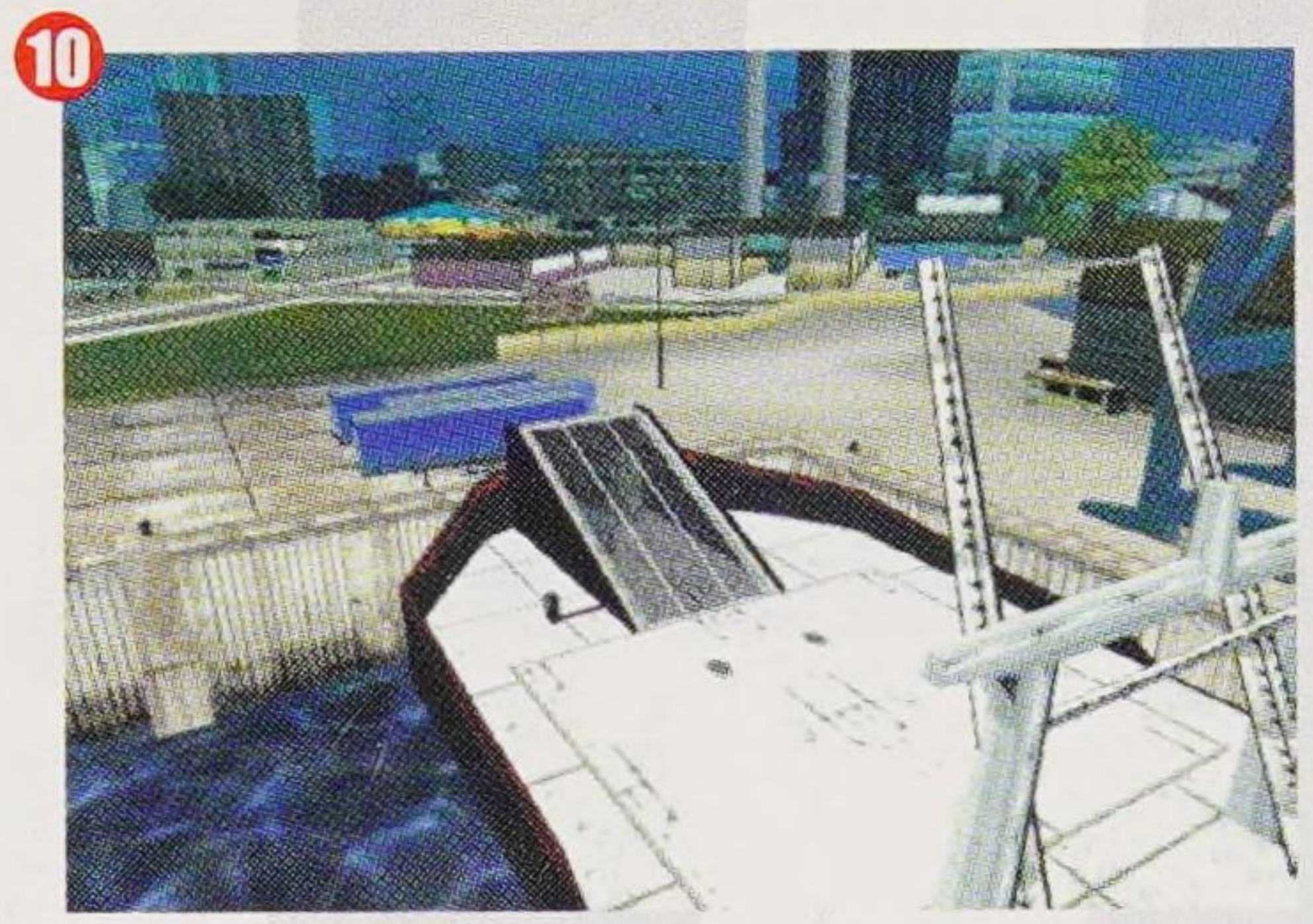
9



HARBOR WAREHOUSE ROOFTOP JUMP

District: Portland Harbor
Use a PCJ-600. Drive up the stairs of the warehouse near the tanker and drive to the southeast corner, facing the northwest corner over the top edge of the rooftop. Lean forward for speed and go up the ramp at the edge of the roof at an angle to jump over the harbor entrance wall and land across the street in the parking lot.

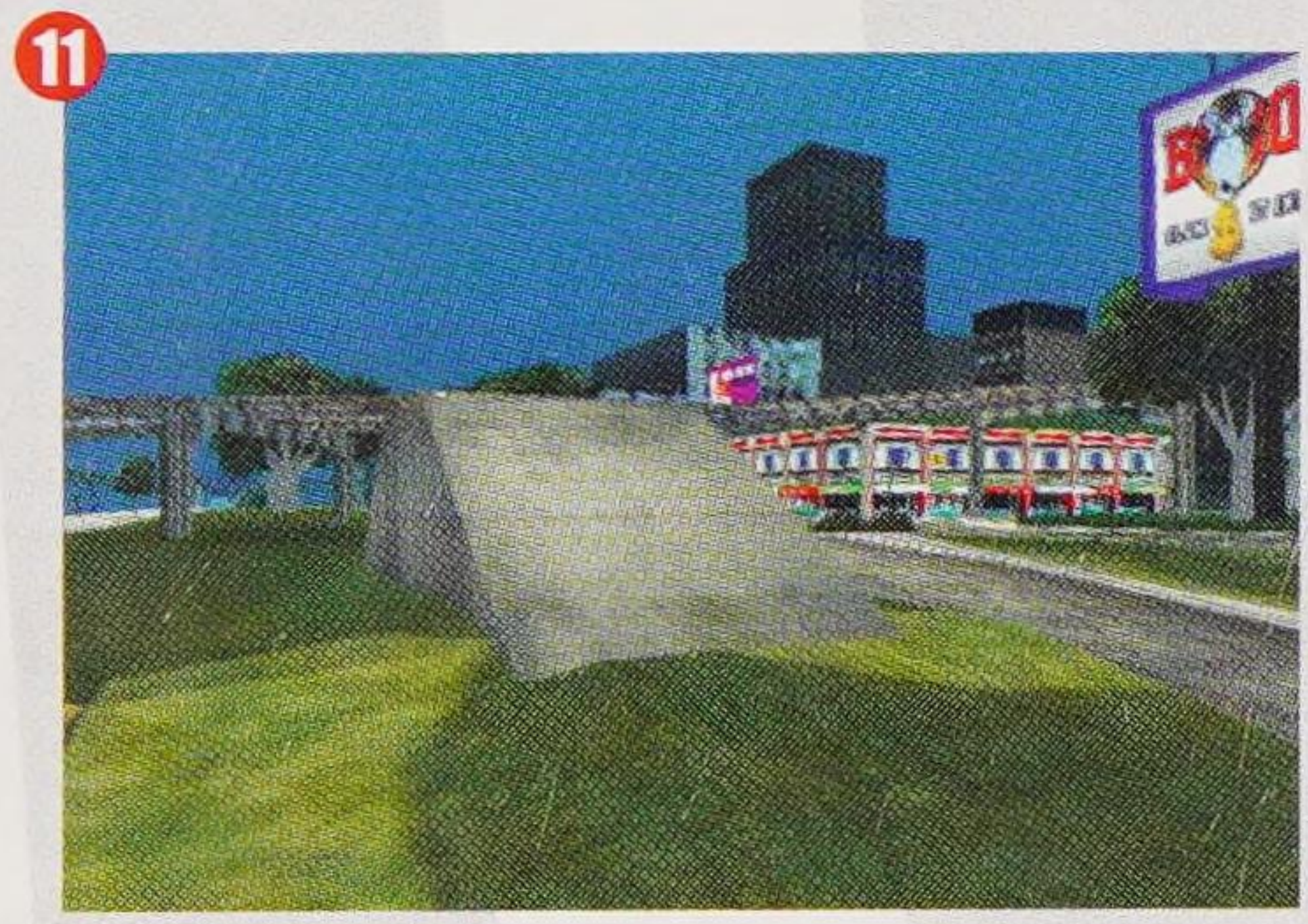
10



TANKER JUMP

District: Portland Harbor
Use a PCJ-600 to speed away from the east end (bow) of the tanker, veering right around the cabin and up the middle of the tanker. Lean forward immediately after passing the cabin, then jump the ramp on the bow. Launch over the parking lot and out of the docks, over the chain link fence.

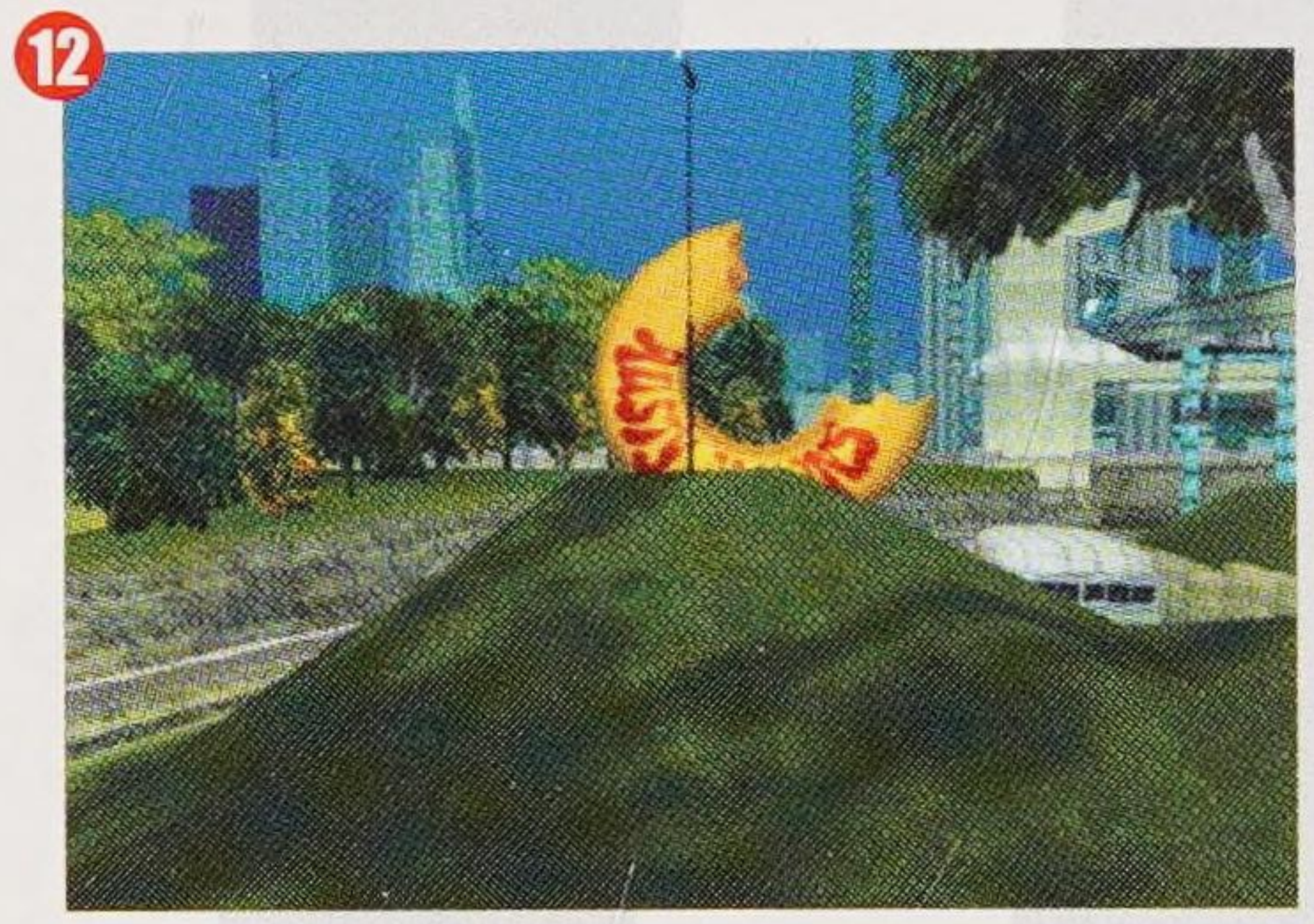
11



UNDER THE BRIDGE JUMP

District: Callahan Point
Use a PCJ-600 to speed along the tunnel road, hitting the ramp on the grass near the Callahan Bridge. Jump over the El Train track *without* touching it and land the jump.

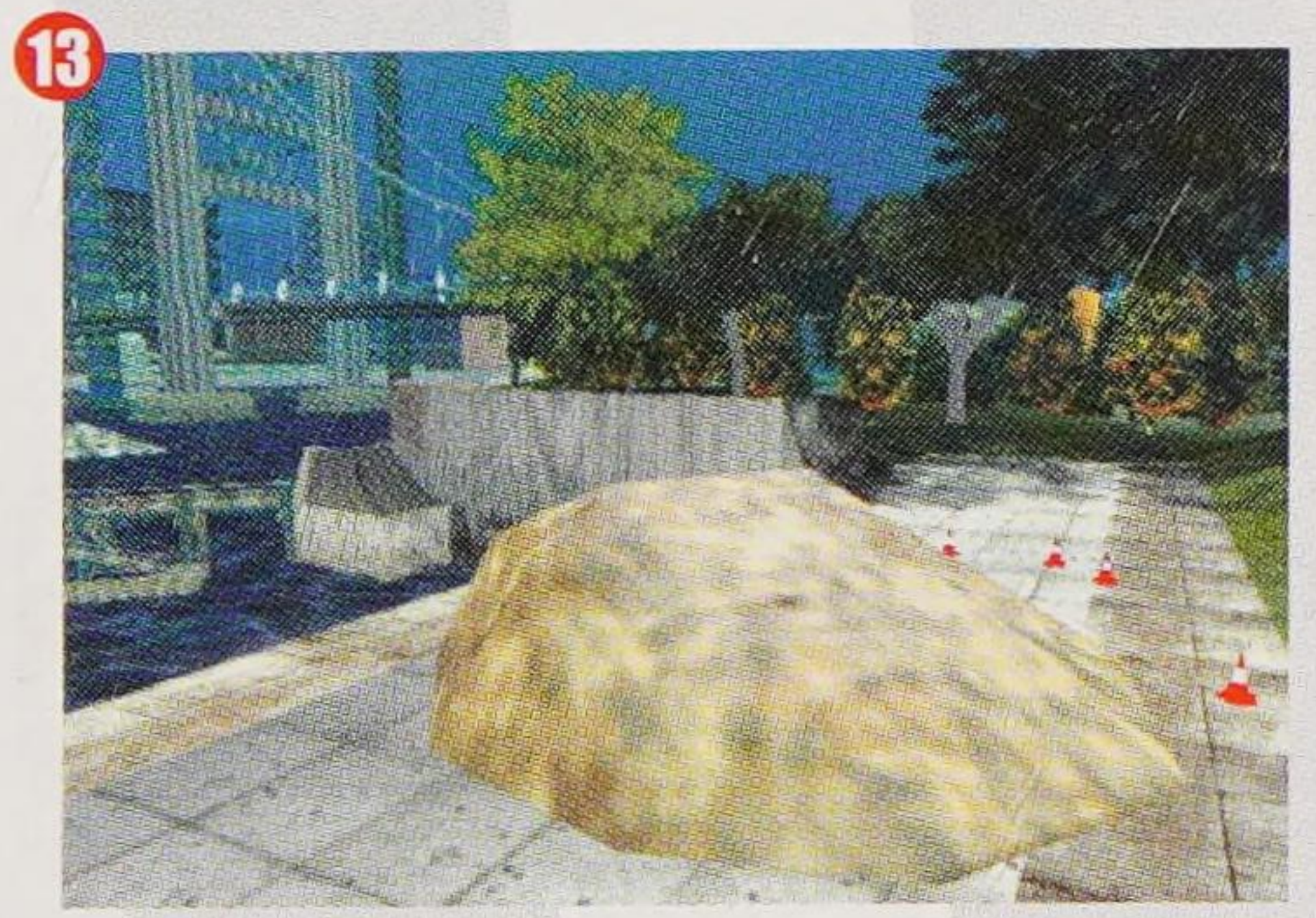
12



RUSTY BROWNS DONUT

District: Callahan Point
Head to the parking lot east of Rusty Browns Ring Donuts and behind highway wall. Begin your run near the trailer along the easternmost parking lot wall. Speed west through the lot, across the grass, up the earthen ramp, and through the Donut hole sign. Don't touch the donut, then land the jump. This can be done in a police car (there's always one parked at the donut diner).

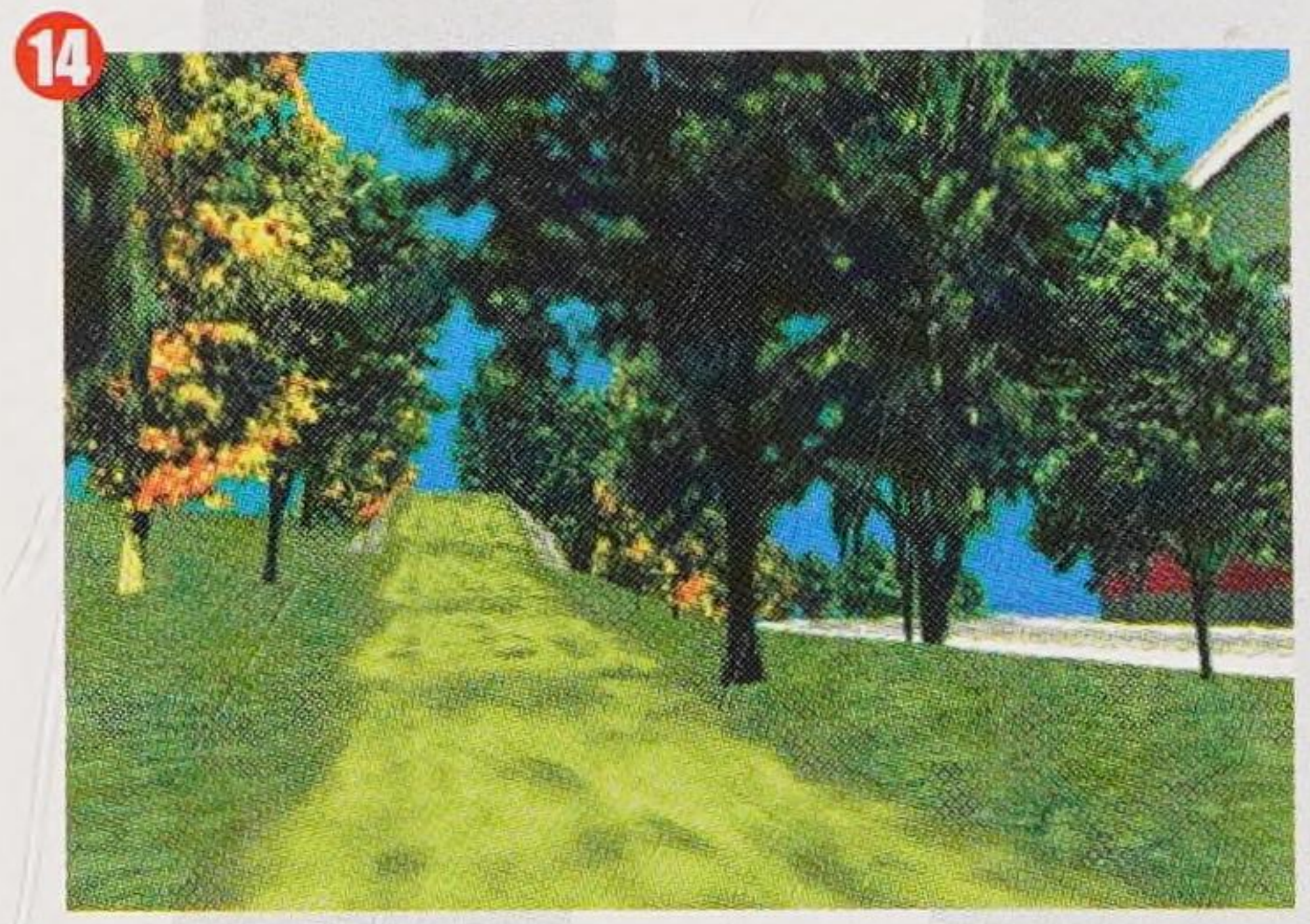
13



VINCENZO'S LEAP

District: Atlantic Quays
Use a fast car, Sanchez, or PCJ-600 to speed west along the boardwalk behind Vincenzo's. Hit the dirt ramp at a northwest trajectory to jump over the water and land on the next boardwalk.

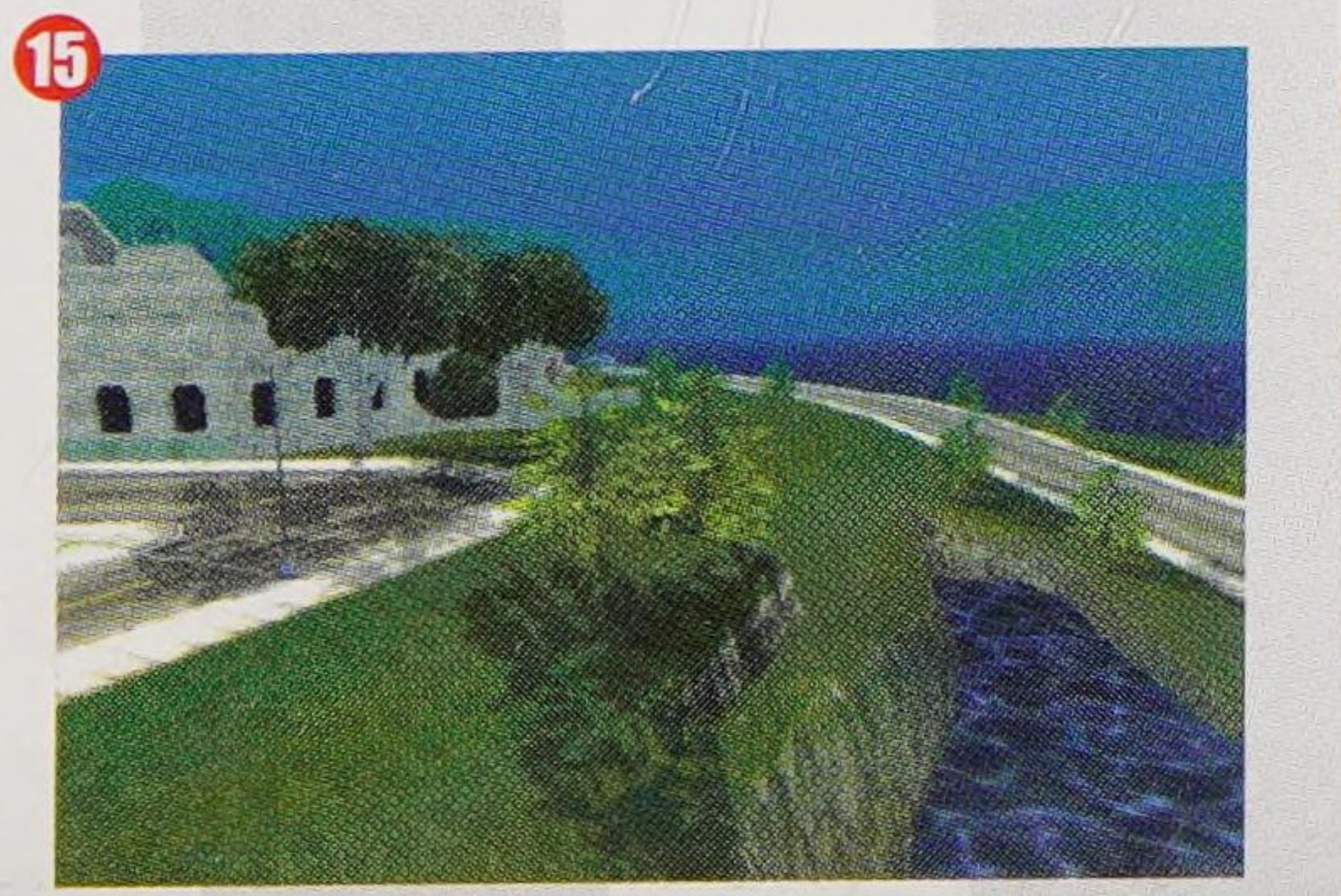
14



SHORESIDE ASPATRIA JUMP

District: Aspatria
Use a PCJ-600 to speed north past Liberty Memorial Coliseum. Go off-road to the left, looking for the small path that's illustrated on the radar. Follow that path up a large earthen ramp. Land on the Shoreside path to the north.

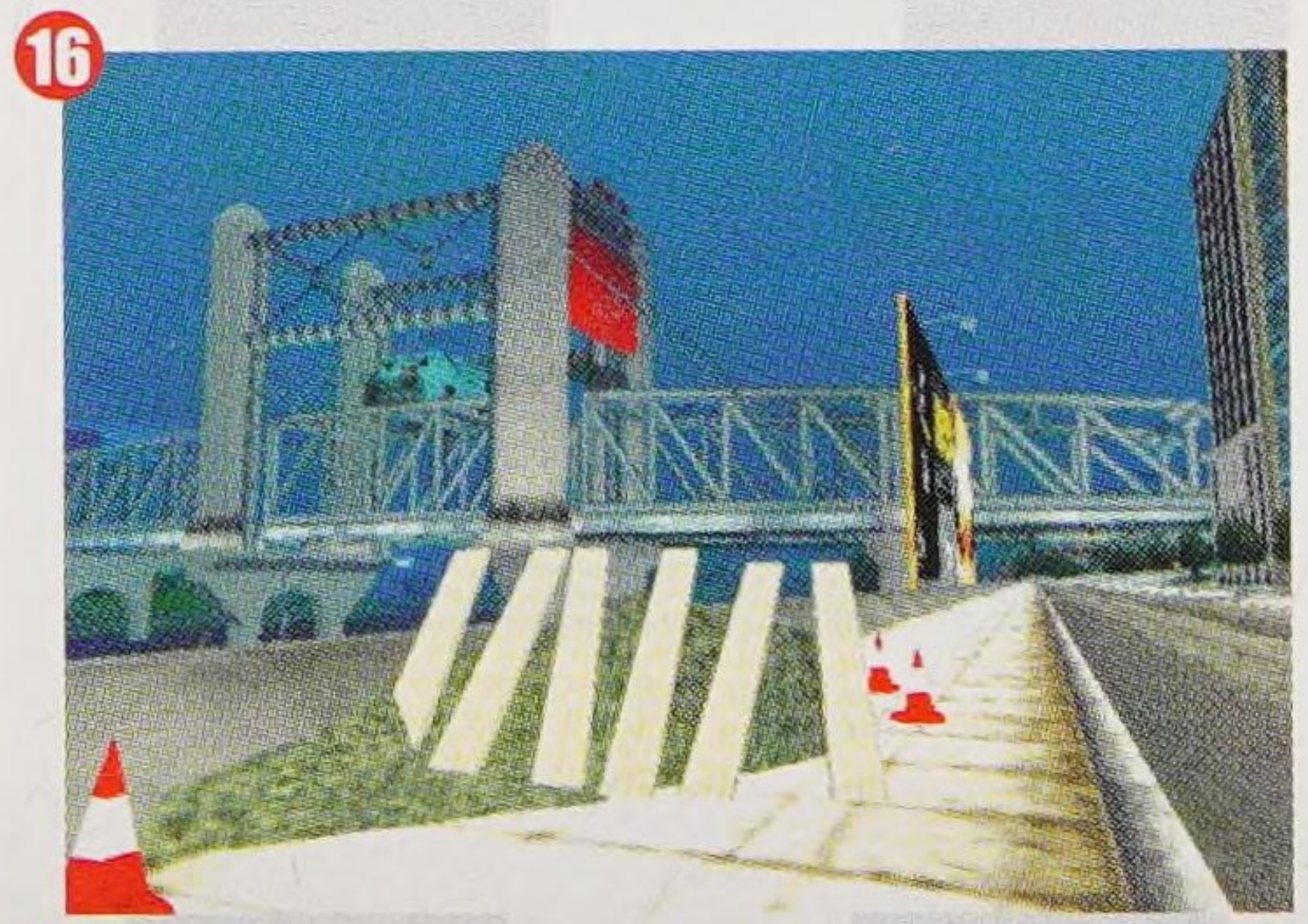
15



POND OR BUSTA'

District: Fort Staunton
Use a fast car or PCJ-600 to speed along the northbound freeway in Newport. Enter Fort Staunton and go off-road to the right along the edge of the large pond. Go up the grass ramp in Fort Staunton and jump over the large pond, landing on east road in Rockford.

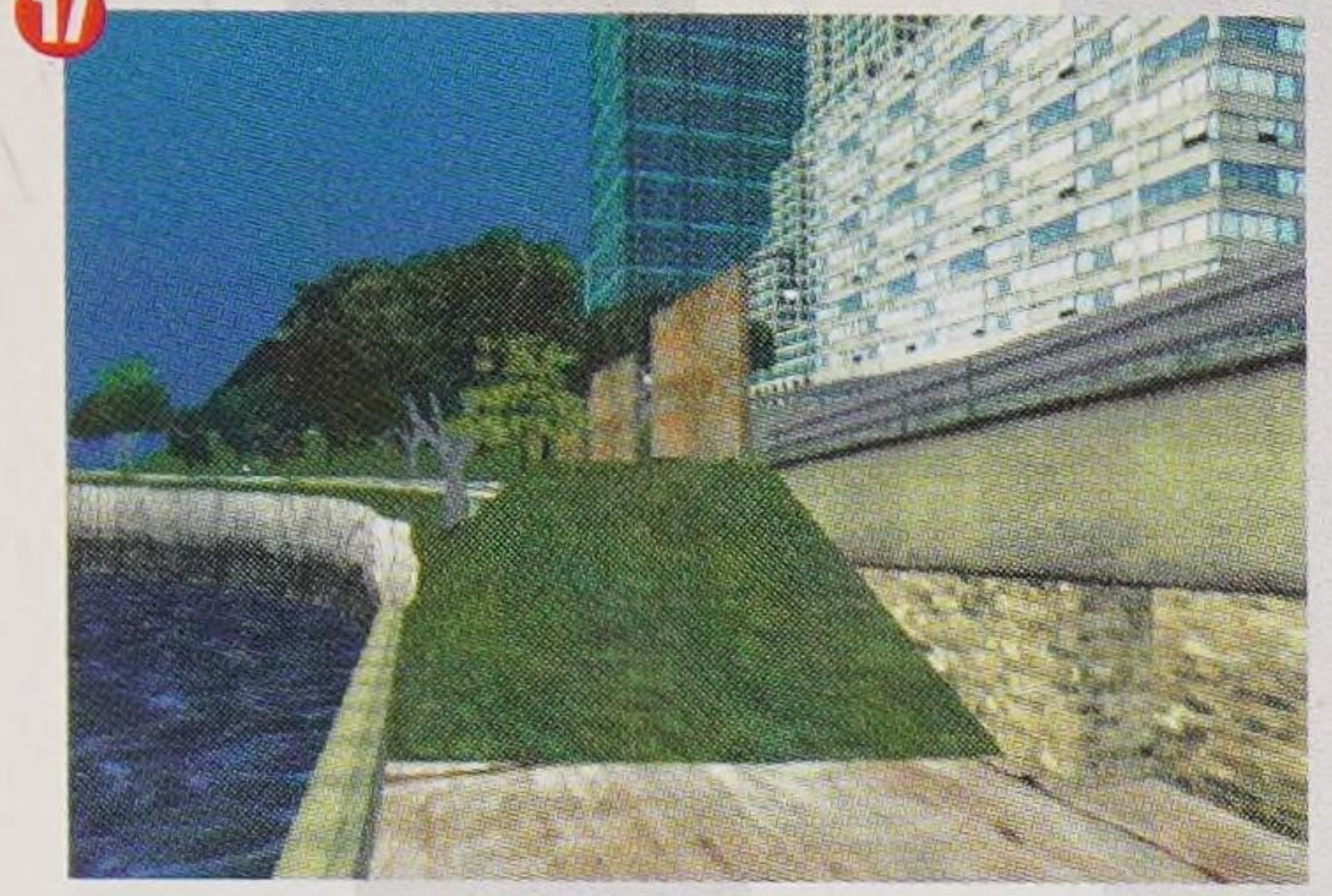
16



JUMP STREET

District: Belleville Park
A fast car will suffice. Speed along the cathedral street, heading north. Cross over the street, veering left to launch off the wooden ramp on the sidewalk beside southbound traffic. Jump onto the lower road.

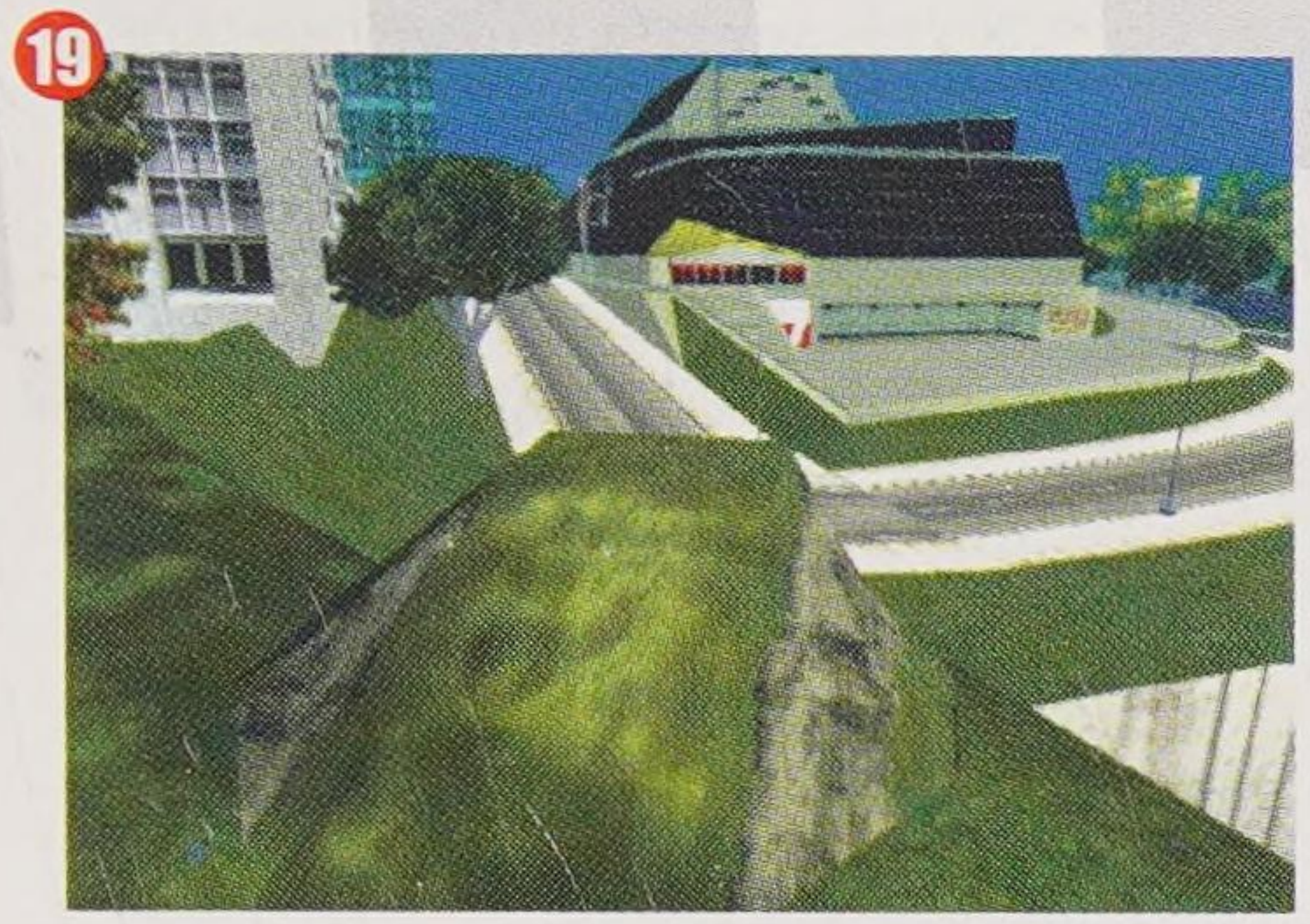
⑰



BOARDWALK JUMP

District: Torrington
Use a PCJ-600 to speed along the boardwalk/service road, then charge up the grass ramp past the containers with the M4. Hit it at an angle to jump over the Rockstar billboard and onto the street.

⑲



BIG SHOT JUMP

District: Torrington
Start on the grass near the coastline and speed northeast toward the ravine. Speed up the taller, narrower earthen ramp and jump the street below to land in the Big Shot casino parking lot.

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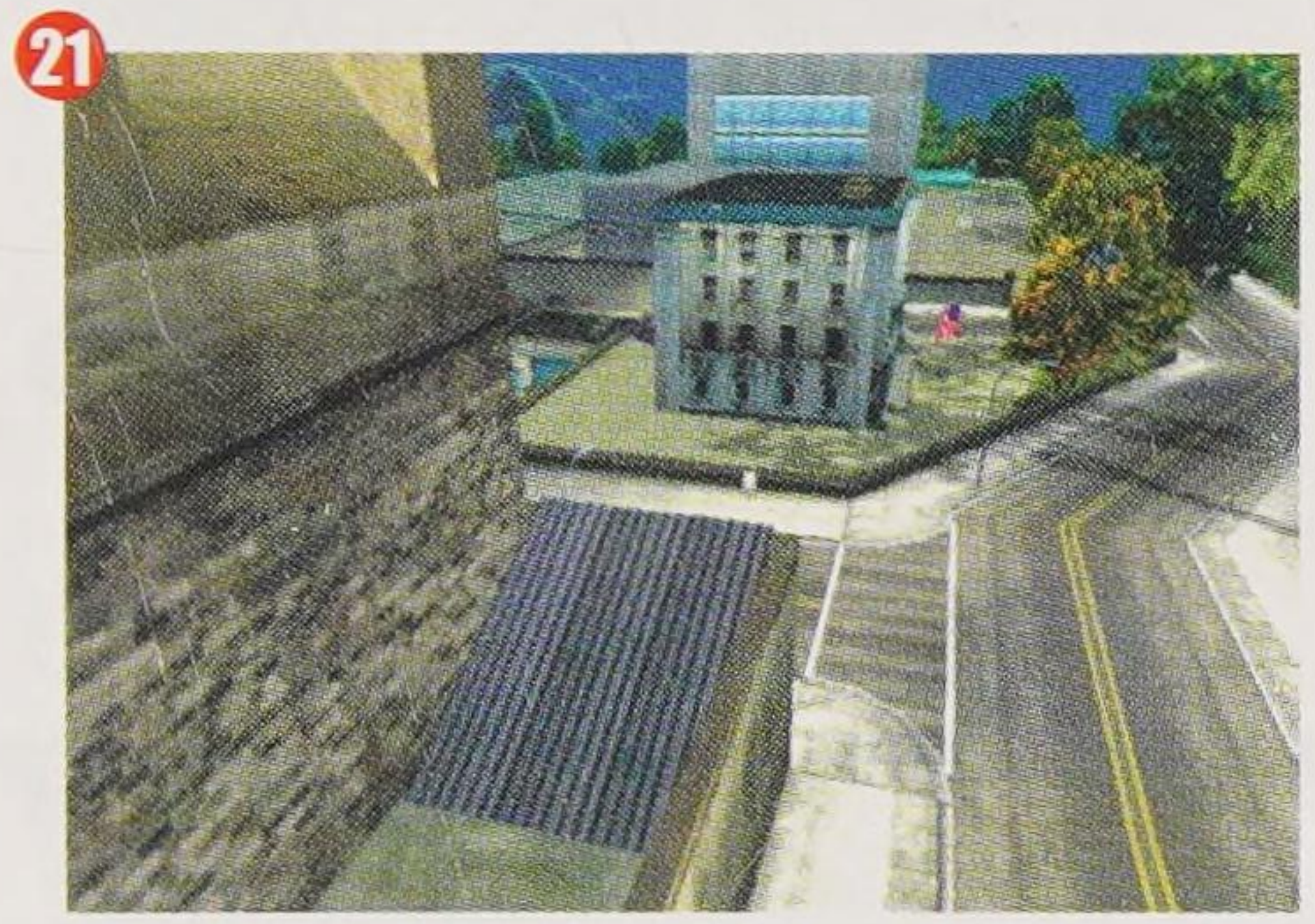

BAD BOYS JUMP

District: Pike Creek
Speed in a fast car or bike along the inside road-wall and up the large gray ramp to the south. Jump on top of or over the police station.

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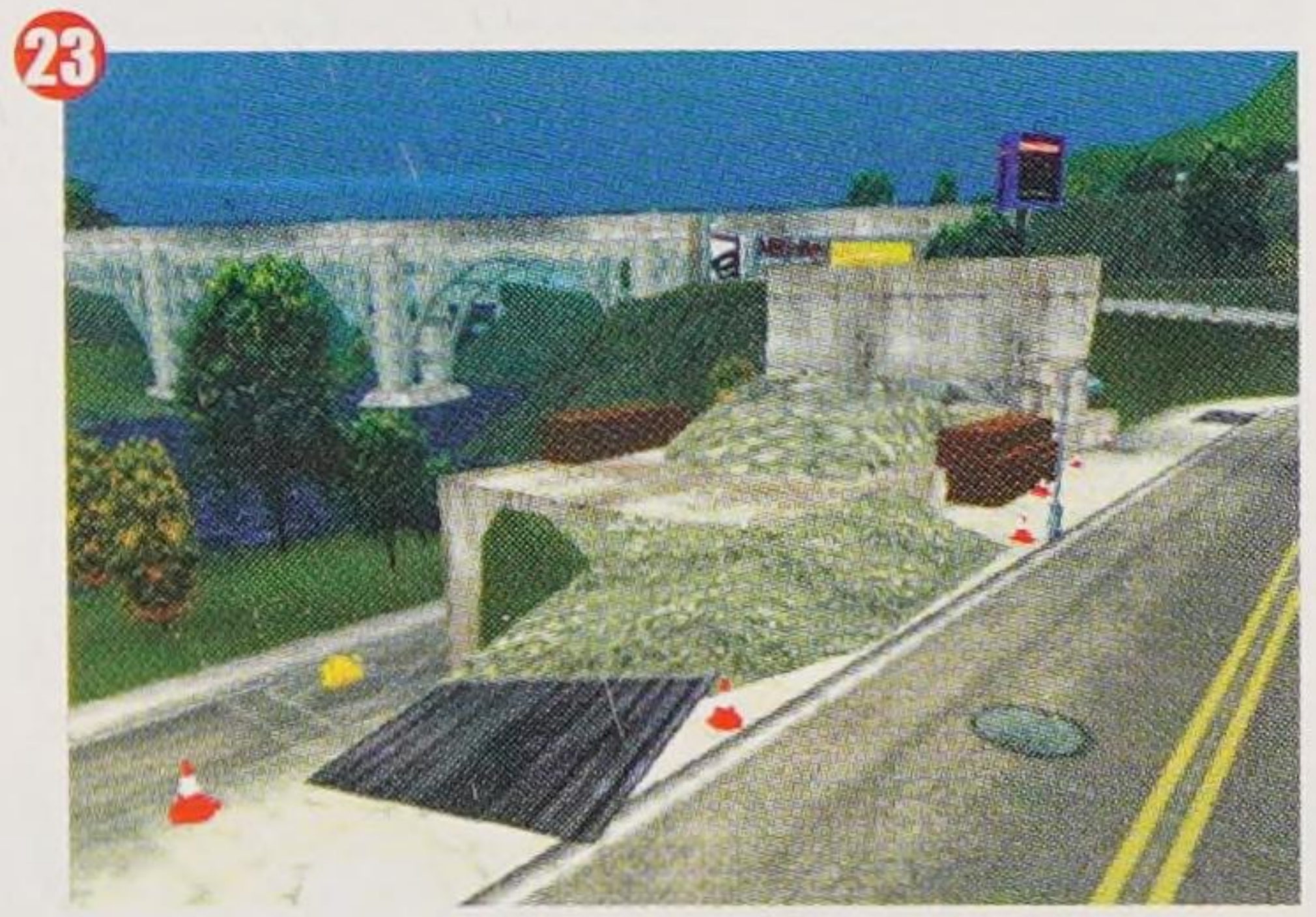
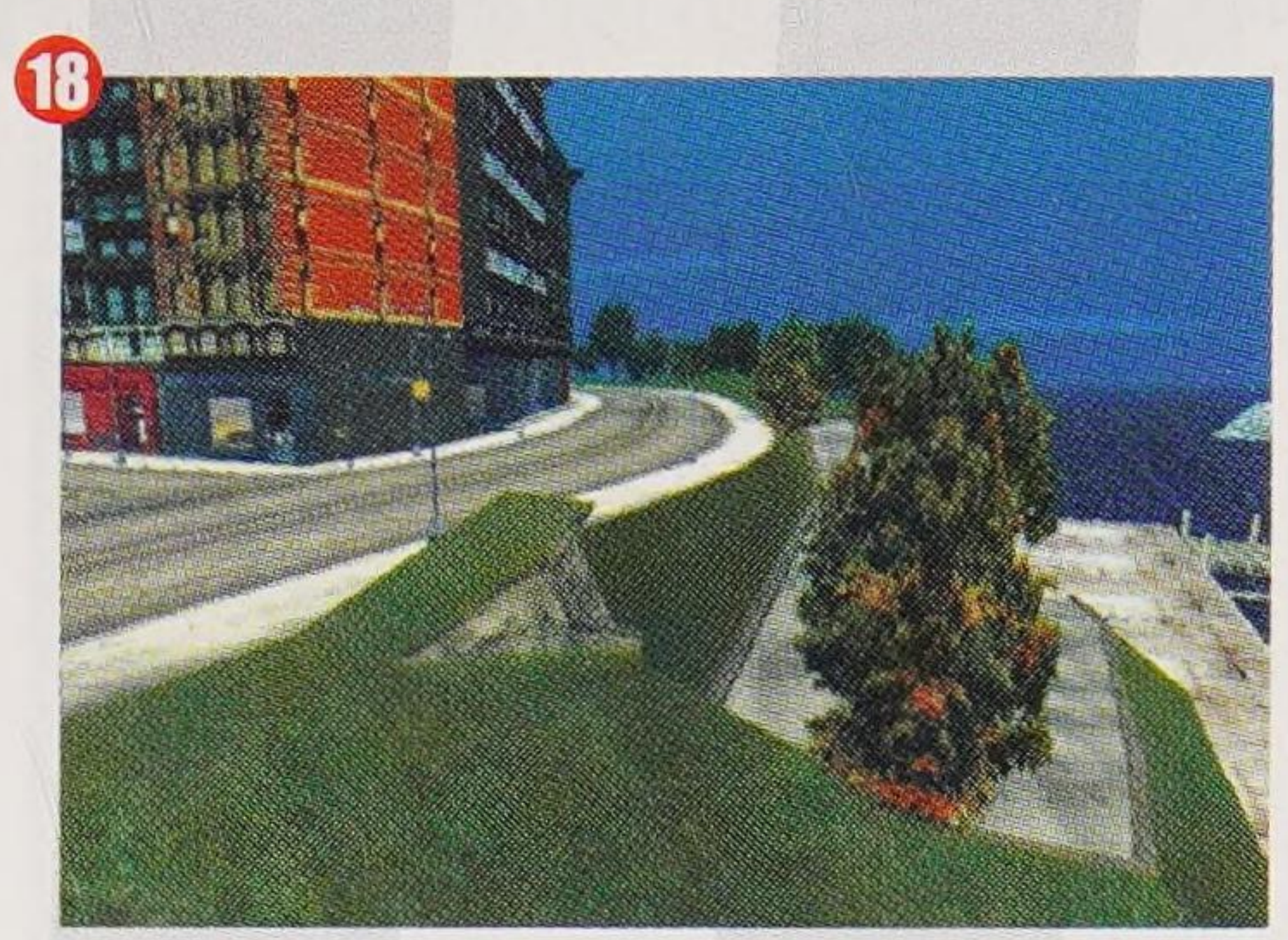


INTO THE TUNNEL

District: Wichita Gardens
Use a PCJ-600 and lean forward for speed. Jump the road ramp and land under the overpass bridge on the road below, making sure to land just past the *overpass* tunnel entrance.

⑱



BEDFORD SHORESIDE JUMP

District: Bedford Point
Use a PCJ-600 to speed south along the underpass and veer to the right, going off the road as soon as the guardrail ends to hit the grass ramp. Jump over the pathway below and land on the large lot just before the pier.

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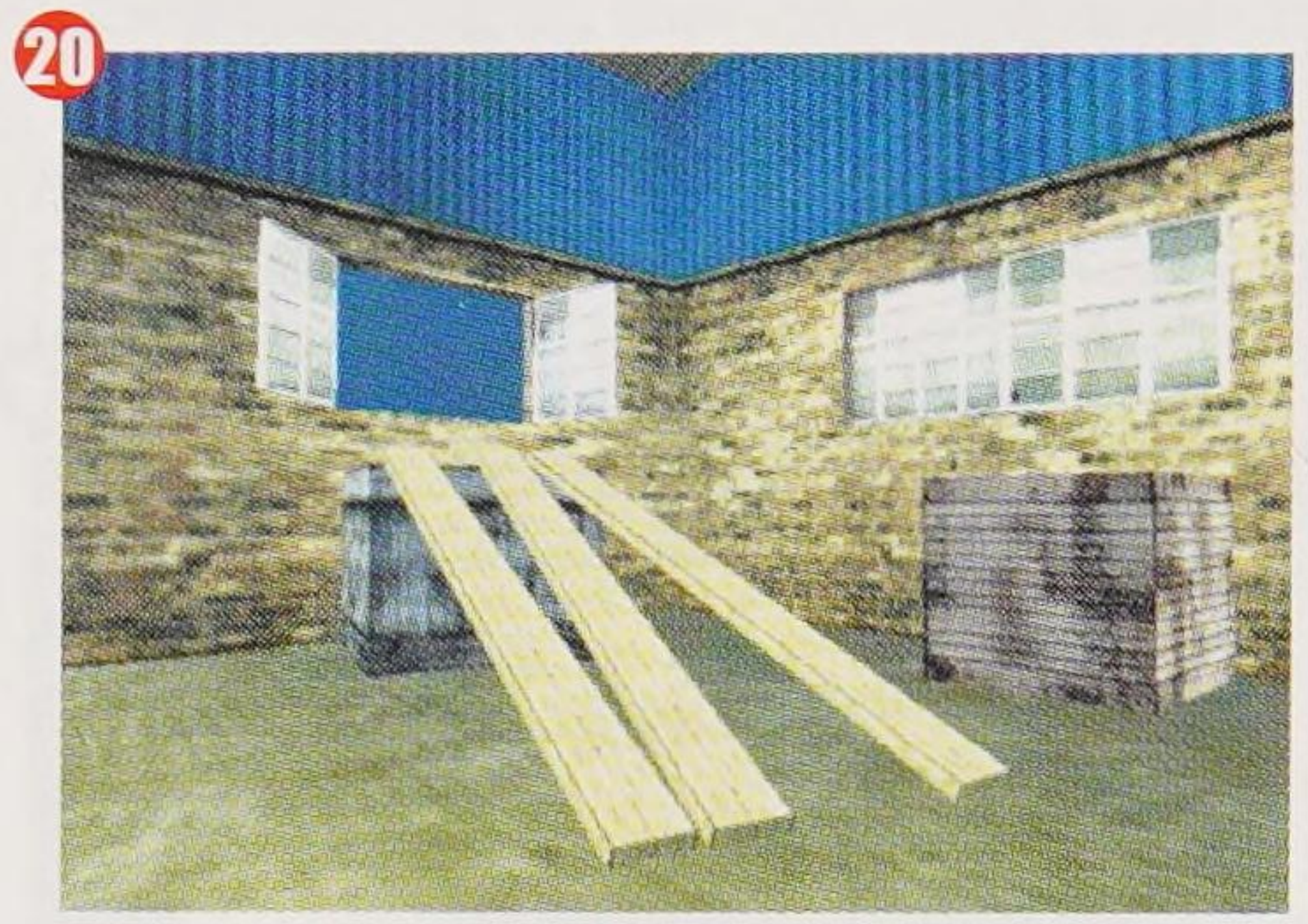

DAM WINDOW JUMP

District: Cochrane Dam
Use a fast sports car or a bike. Back all the way up into the narrow alley in the Undercover Storage Company compound, then speed out of the alley into the open warehouse and up the wooden ramp. Jump out the window and land in the grassy median of the lower Cochrane Dam area.

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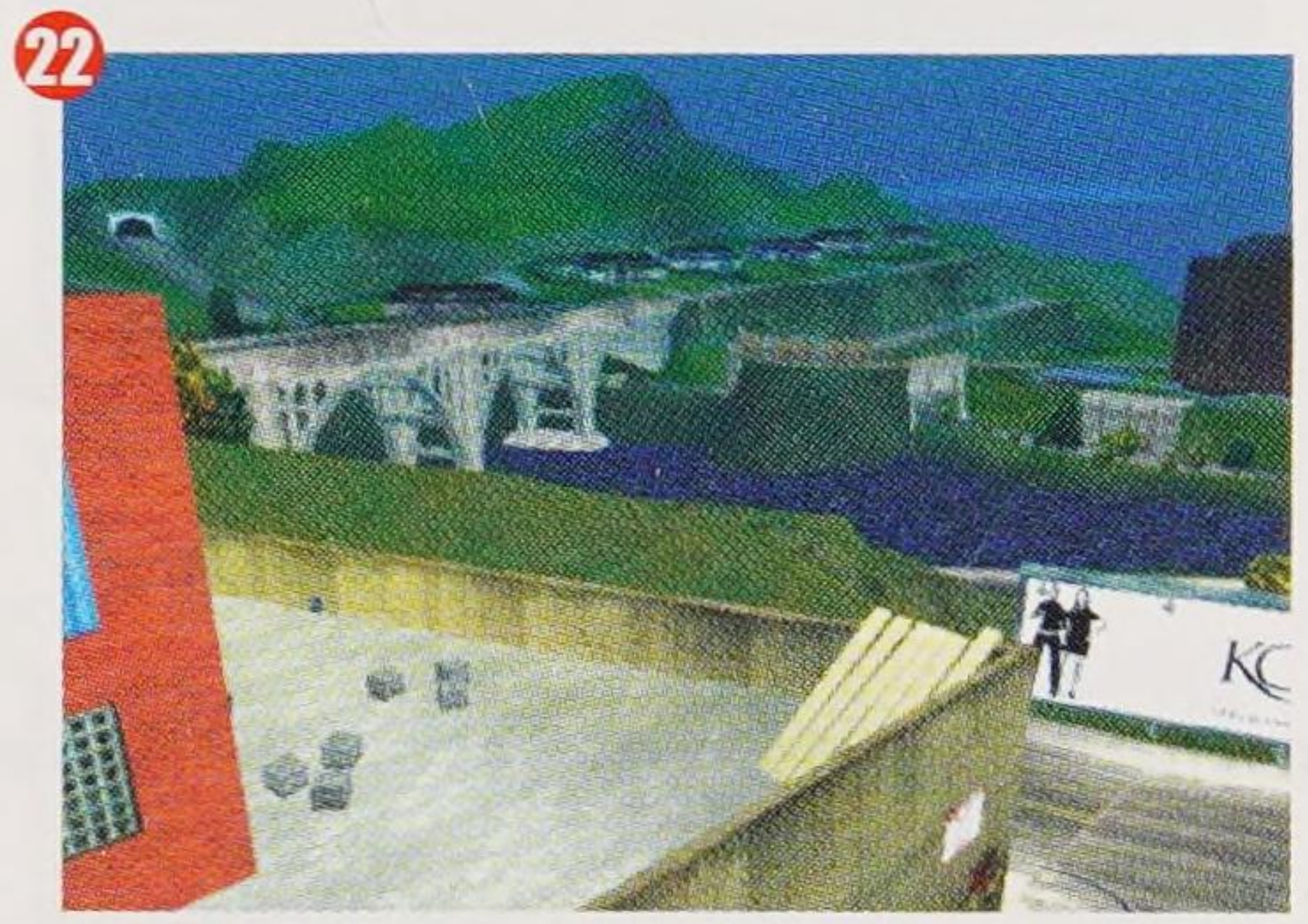

PILLS, CHILLS & THRILLS

District: Pike Creek
Drive east from the police station, veer into Liberty Pharmaceuticals (pills to chill your ills), continue east behind the road-wall, then hit the ramp and land on the lower road to the east.

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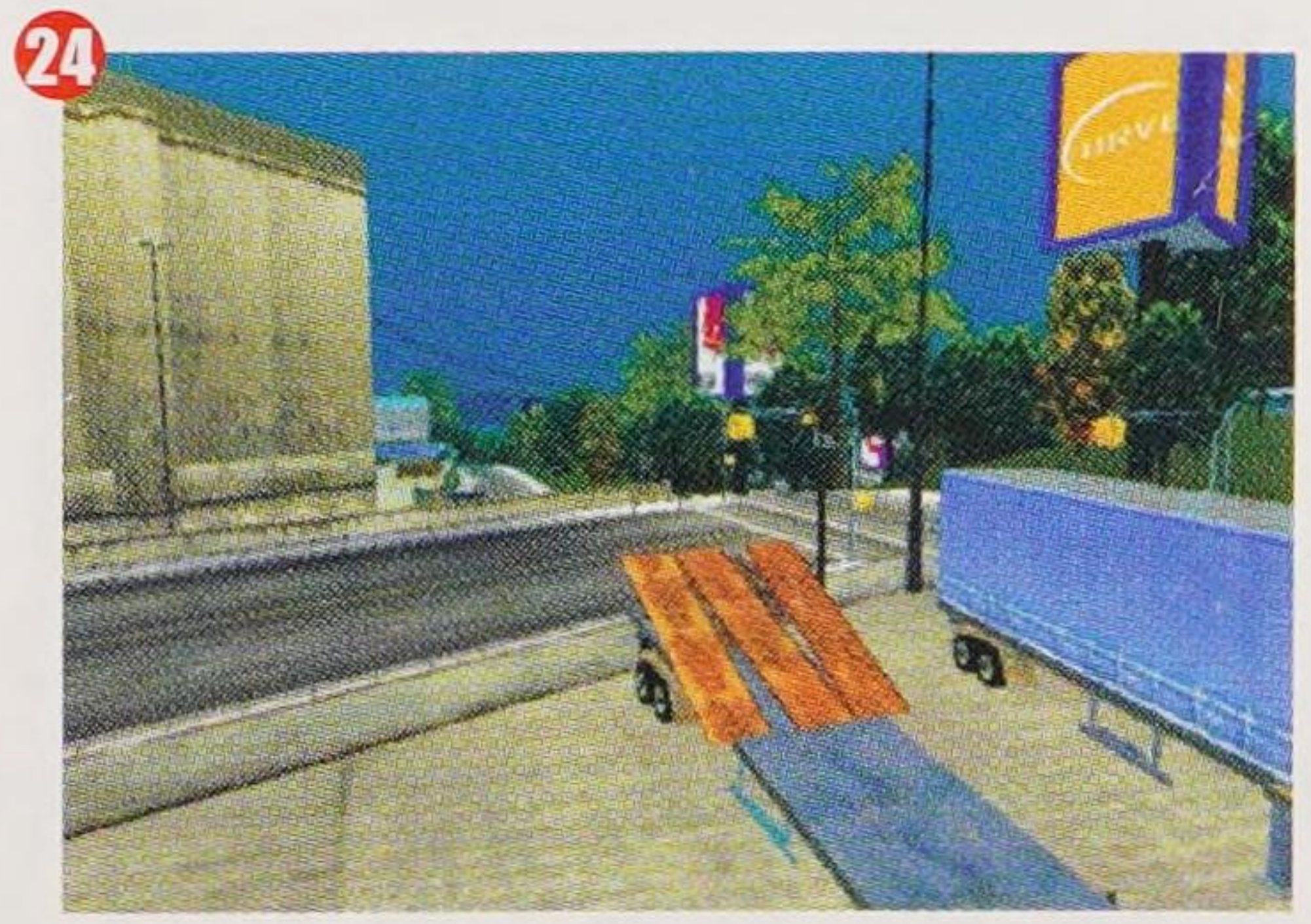
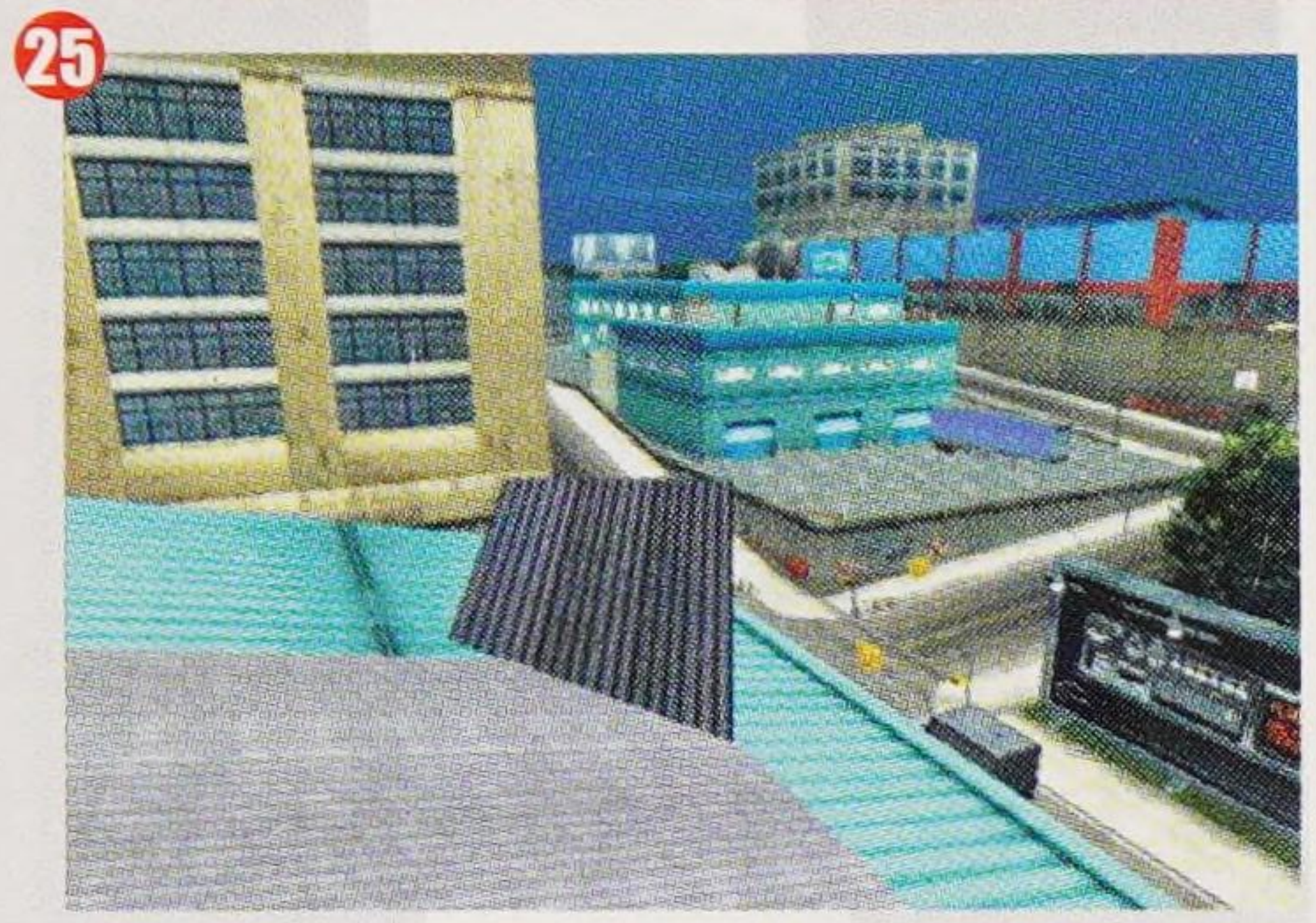


FLOP HOUSE

District: Pike Creek
Speed (leaning forward in PCJ-600) east down the southern street in Pike Creek. Start from the southwestern corner, then veer into the lot on the left. Continue leaning forward and hit the ramp on the parked truck trailer. Jump over the street and land far into Flop House lot near the guard booth.

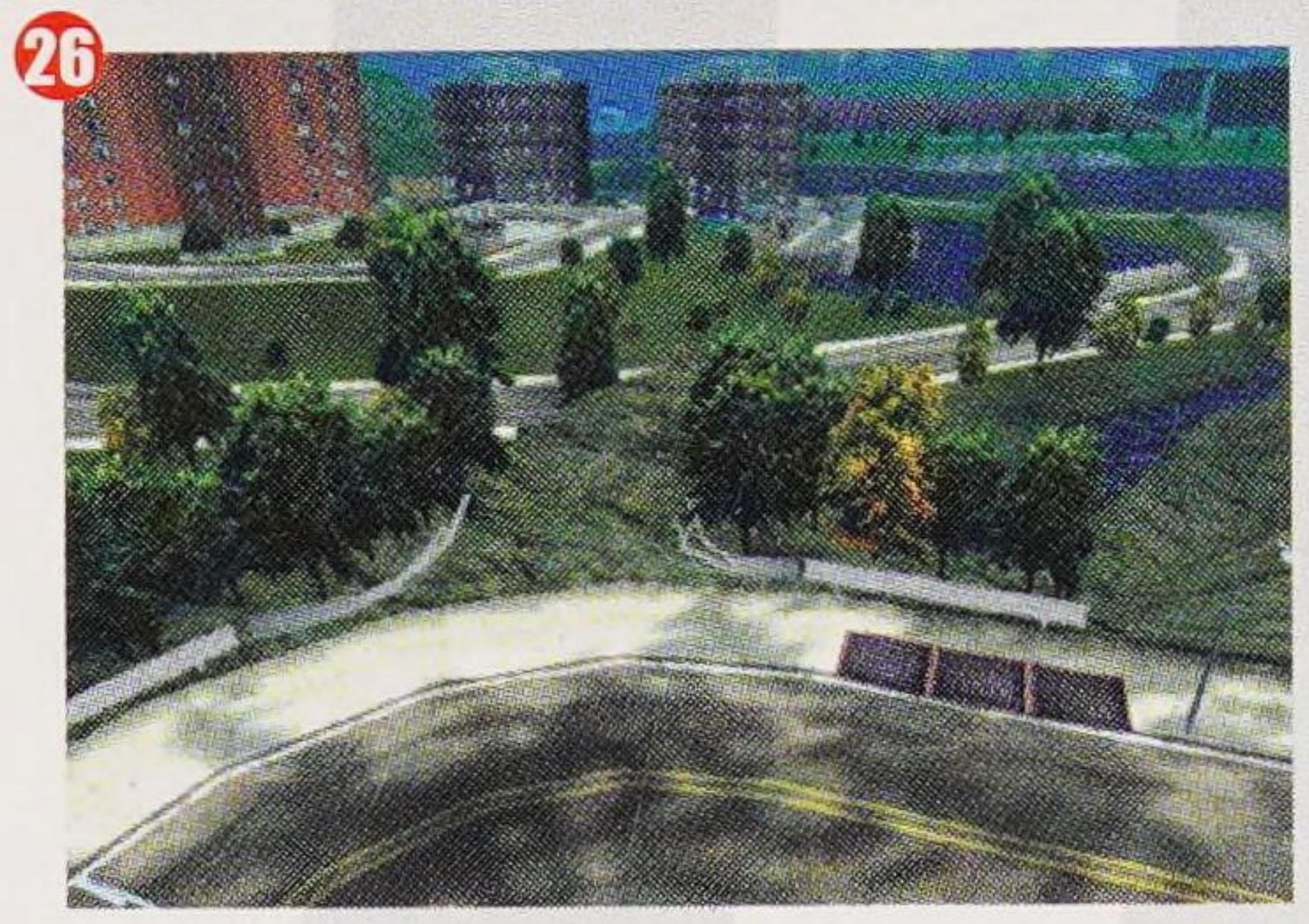
25



WAREHOUSE ROOFTOP JUMP

District: Pike Creek
Take a PCJ-600 onto the rooftop of the warehouse on the corner by using the stairs on the east side. Lean forward and speed from the southeast corner to northwest corner of the rooftop to hit the ramp (there's a Hidden Package behind it). Jump across the street, landing in the parking lot of the corner building (near small ramp on the road wall).

26



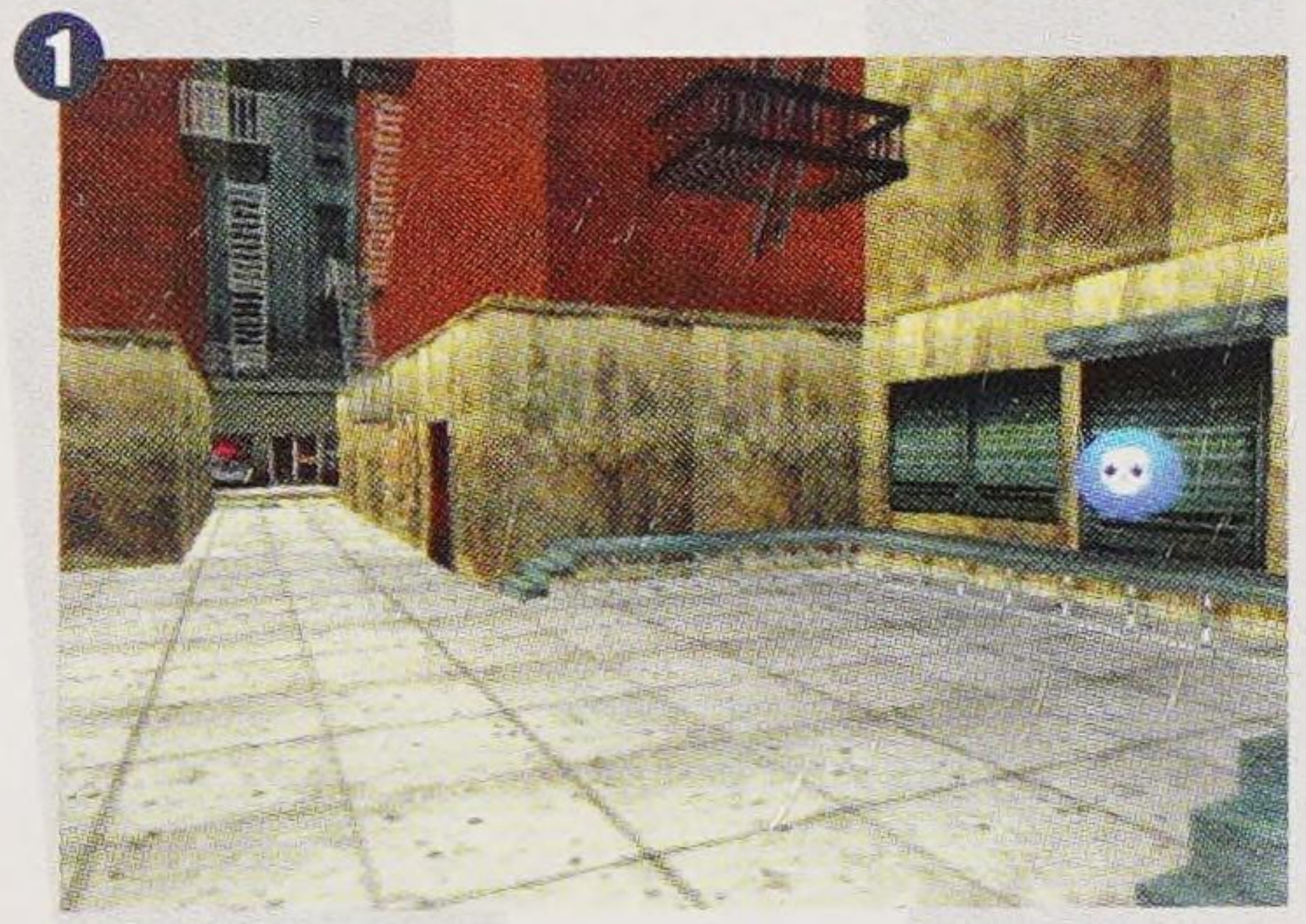
RIVER JUMP

District: Pike Creek
Jump the large earthen ramp, heading east over the river, and land on the Wichita Garden tunnel access road.

RAMPAGES

To begin a Rampage, you need only step into a Rampage skull icon and the mission begins immediately (icons do not appear when another mission is active). You have two minutes to destroy targets with a specific weapon and unlimited ammo. When a Rampage is done, you receive $50 times the number of Rampages you've completed.

1



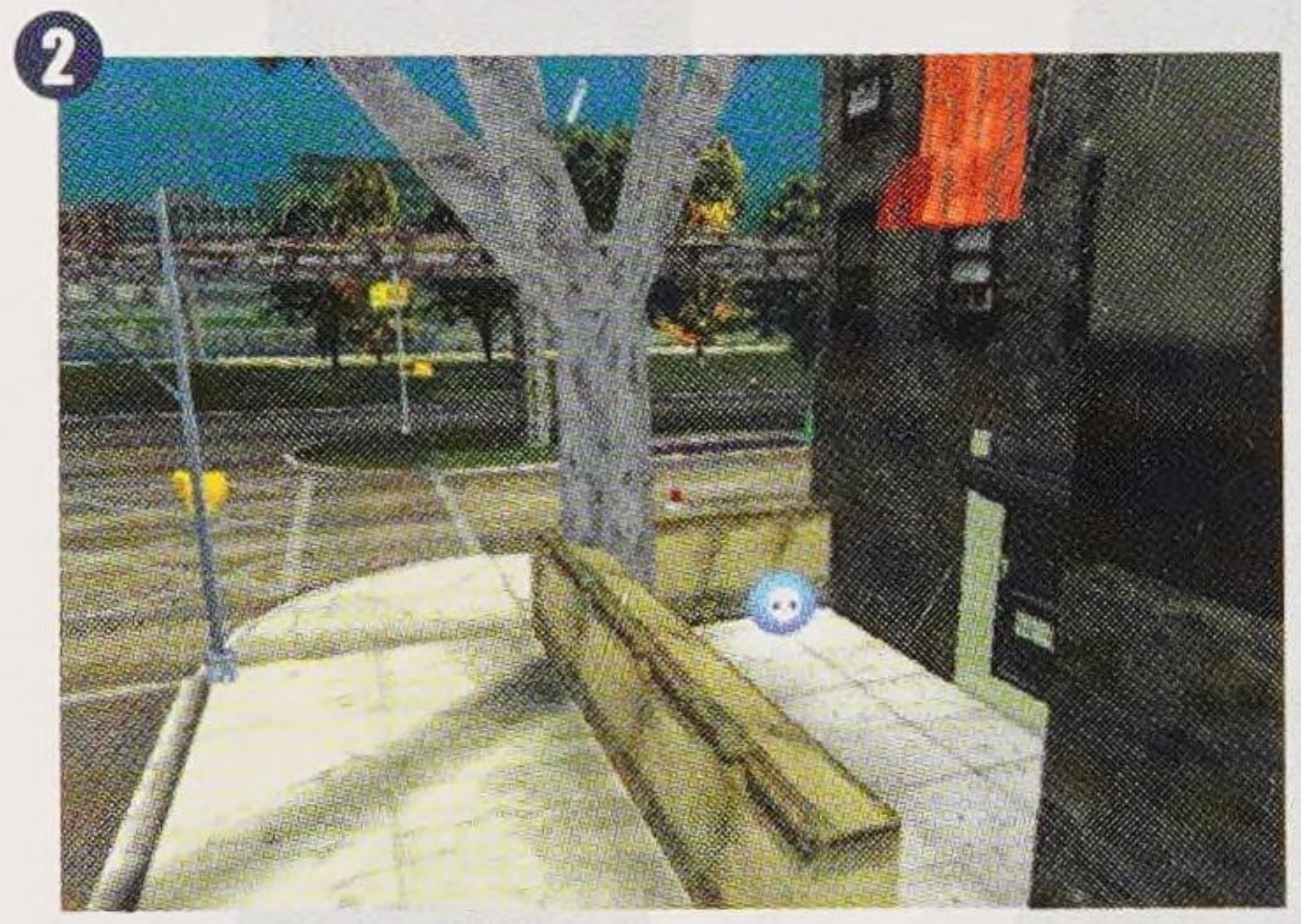
WASTE 30 TRIADS WITH AK-47

Location
This Rampage is located in the center of the Chinatown alley with three access points behind Mr. Wong's Laundry.

Details
You have two minutes to kill 30 Triads with an AK-47.

Tips
The Triads appear in small groups on the streets of Chinatown. These thugs wear blue jackets with a red emblem on the back. They mostly carry meat cleavers and pistols, so you're pretty safe as long as you maintain your distance. Keep your back close to a wall so they can't sneak up on you. Often, a group of Triads can appear out of nowhere when you turn away and turn back in the same direction. Try standing out in the nearby intersection of the four-lane coastal road to the west of the Chinatown alley where you found the Rampage. From this location, you can scan the sidewalks for Triads across two blocks without worrying about them spawning behind you. Once you have a Triad auto-targeted, shift between targets and mow down the entire group in one attack.

2



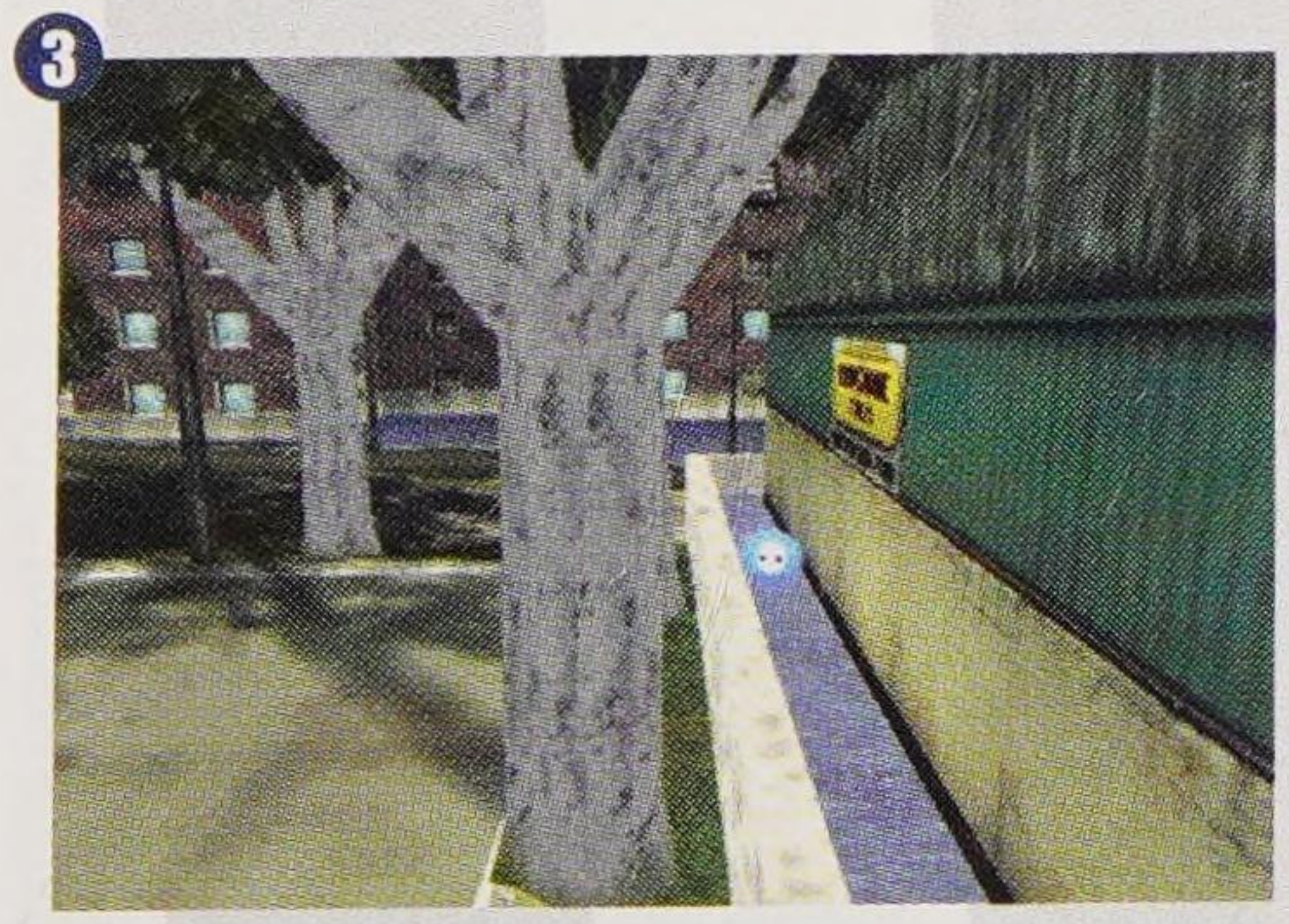
BLOW UP 10 VEHICLES WITH A ROCKET LAUNCHER

Location
Behind a short sidewalk wall that encloses the entrance to a building on the corner. Find the entrance on the south side of the building.

Details
Blow up 10 vehicles in two minutes using a rocket launcher with unlimited ammo.

Tips
Depending on when you take this mission, the local Triads may be angry with you. If so, run west across the four-lane and climb up the stairs to the top of the pedestrian bridge connected to the El Train station. Shoot *over* the rail and down at the cars below. You must shoot at distant cars; close cars require you to aim too low, thus blowing yourself up when your rocket hits the rail. If the Triads are not bothering you, head for the first intersection to the east from the Rampage location; there's plenty of vehicle action there.

3



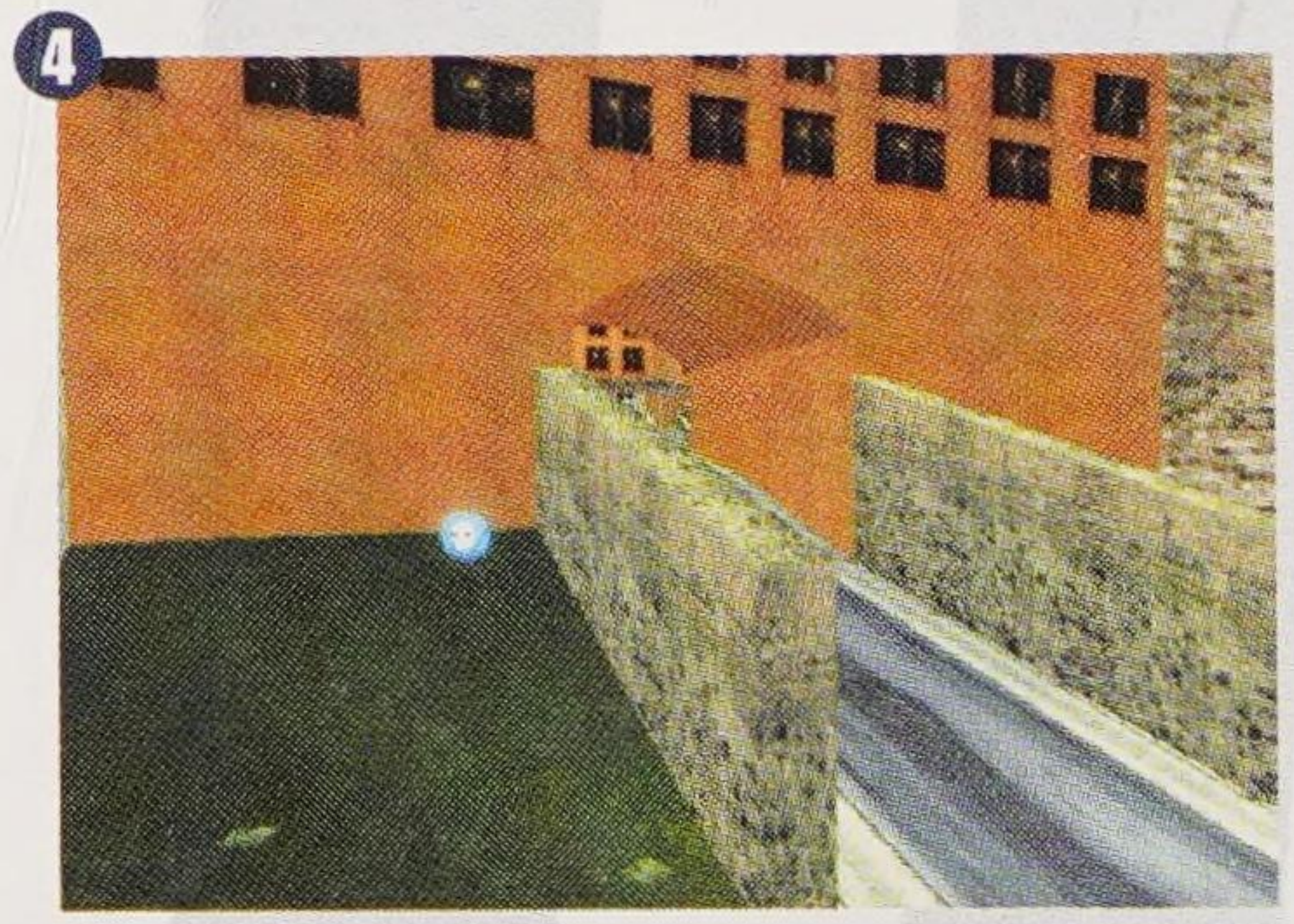
INCINERATE 25 DIABLOS WITH A FLAMETHROWER

Location
Hidden on a very narrow ledge, on the other side of a short wall behind Borgnine Taxis in Harwood. This is the building west of the Head Radio Station.

Details
Incinerate 25 Diablos in two minutes using a flamethrower with unlimited fuel.

Tips
Jump down off the short wall and head east on the road toward the Hepburn Heights intersection. Several Diablos appear on the sidewalks there. They're on foot and wear khaki pants, red hats, and red jackets. Do not run forward into your own flames. The flamethrower has amazing range and is extremely dangerous; you need only spark a Diablo and he'll become consumed in fire. There's no need to douse them; just spark them up and keep moving to the next group. Spin around on axis and shoot flames in a circle if they're brave enough to gang up on you in a circle.

4



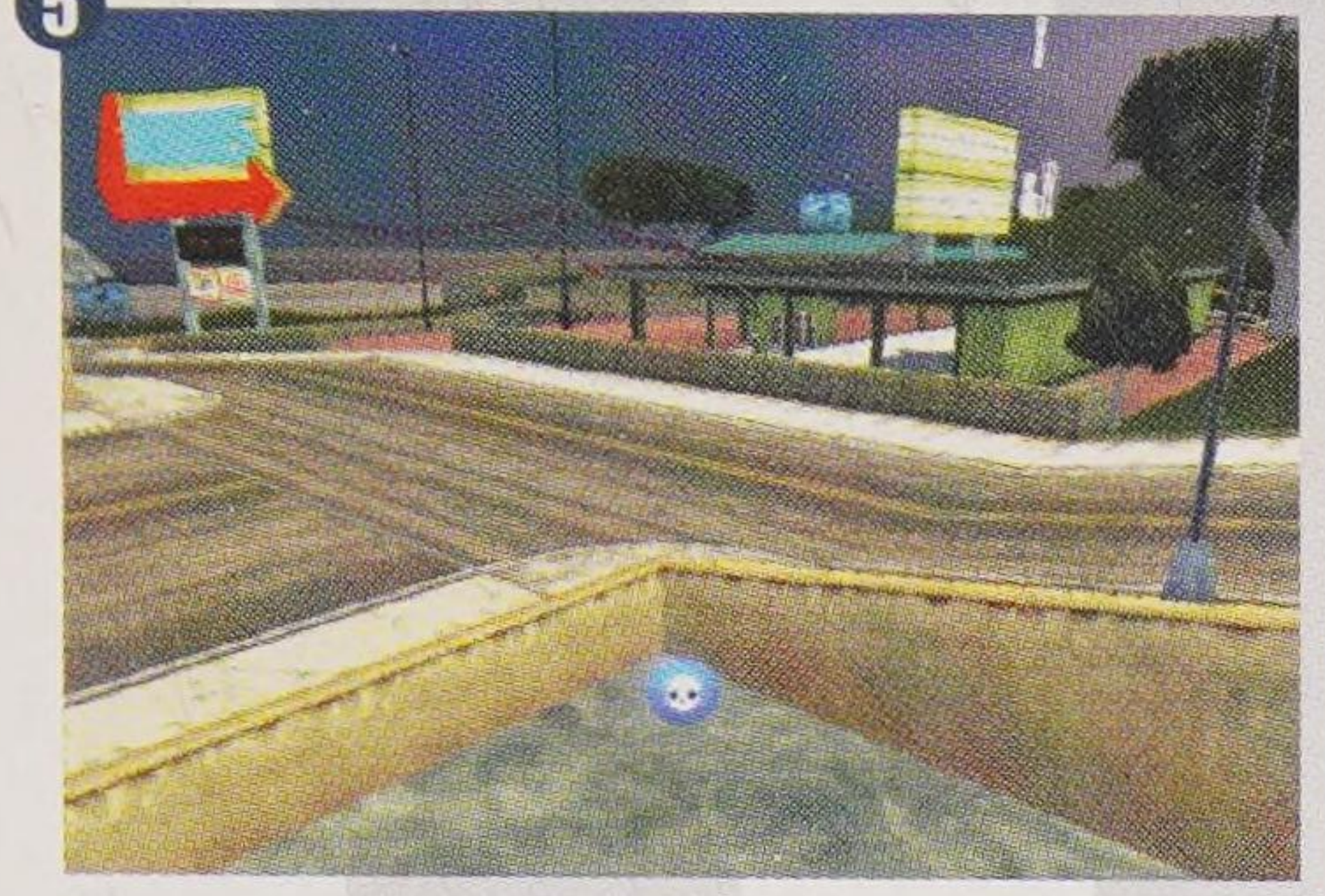
KILL 25 LEONE MAFIA WITH A SHOTGUN

Location
This Rampage is in a small yard in Saint Mark's. Access it from the very long and steep alleyway that cuts right through the largest block. The Rampage is in the easternmost yard.

Details
Kill 25 Leone Mafia in two minutes using a shotgun with unlimited ammo.

Tips
This is no easy task. The shotgun can take down multiple targets in a small group with one shot, but it may not kill them—it depends on your distance. So don't turn your back on downed mobsters; they may get back up and shoot. The Leones are wearing black and carrying pistols. The problem is, there are so many of them east of the long alley that their combined firepower is overwhelming. Keep moving to make yourself a harder target to hit while approaching your targets to take them down with one shot each. Find the Health in one of the yards in the same alley. There's also some Health at St. Mark's Bistro on the corner to the south.

5



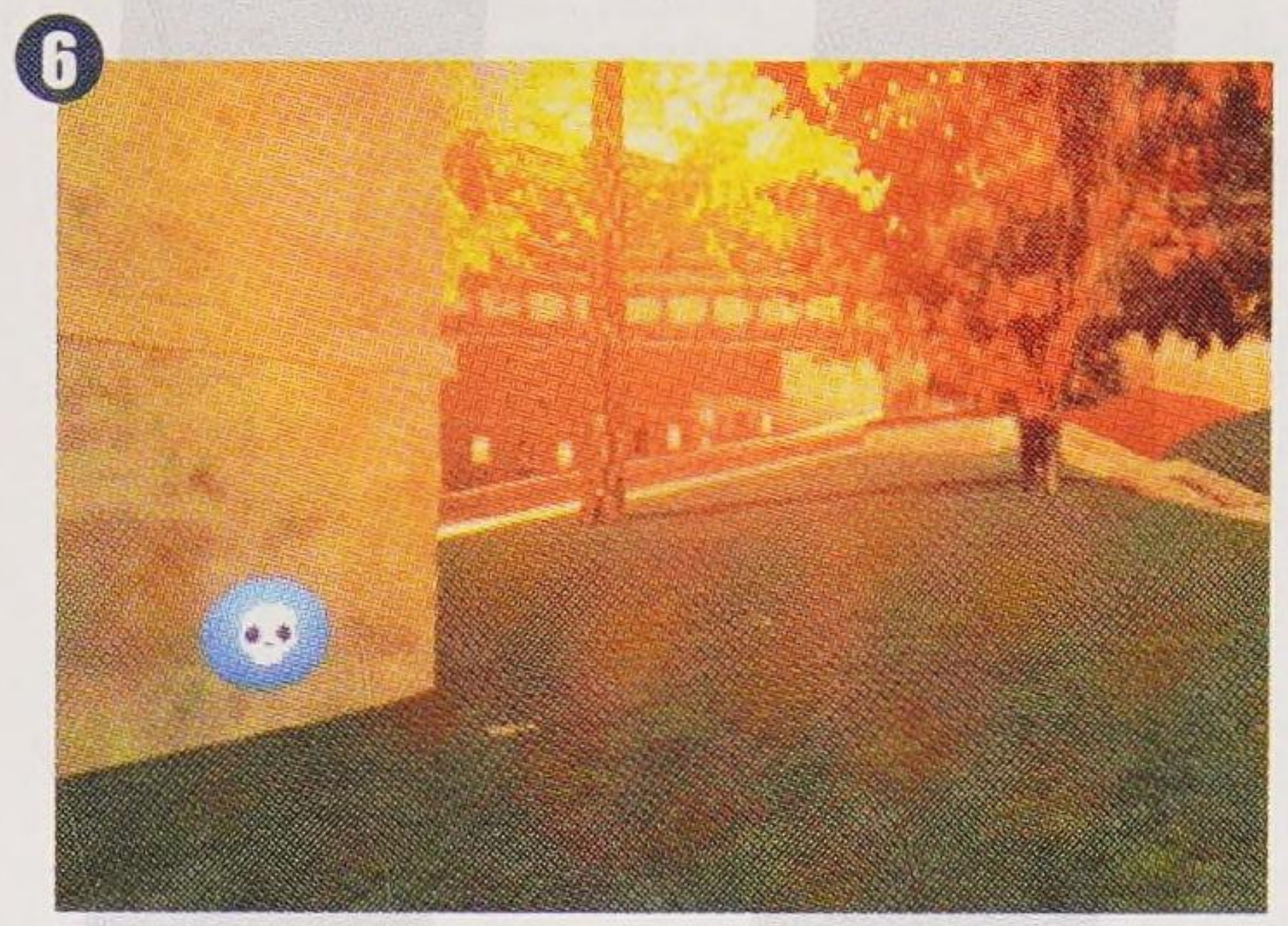
BURN 7 VEHICLES WITH MOLOTOVS

Location
This Rampage is located in Saint Mark's behind a roadside wall on the corner, one block south of the gas station.

Details
Burn seven vehicles in two minutes with unlimited Molotov Cocktails.

Tips
Take this challenge after unlocking Fireproof Toni by completing the Firefighter mission. With that trick, you'll be unstoppable. A good tactic is to run across the street to the auto dealer and start firebombing the cars on the lot; there are usually at least three vehicles parked there. It takes about eight direct Molotov hits to ignite a vehicle. So once you have one targeted, just keep throwing until you see black smoke billowing from it. Vehicles blowing up other vehicles counts toward your total. Throw Molotovs out into the street from behind the auto dealer wall. This keeps you fairly safe from cops if you get a low Wanted Level. Firetrucks and Ambulances eventually arrive on the scene; these are viable targets, as well.

6



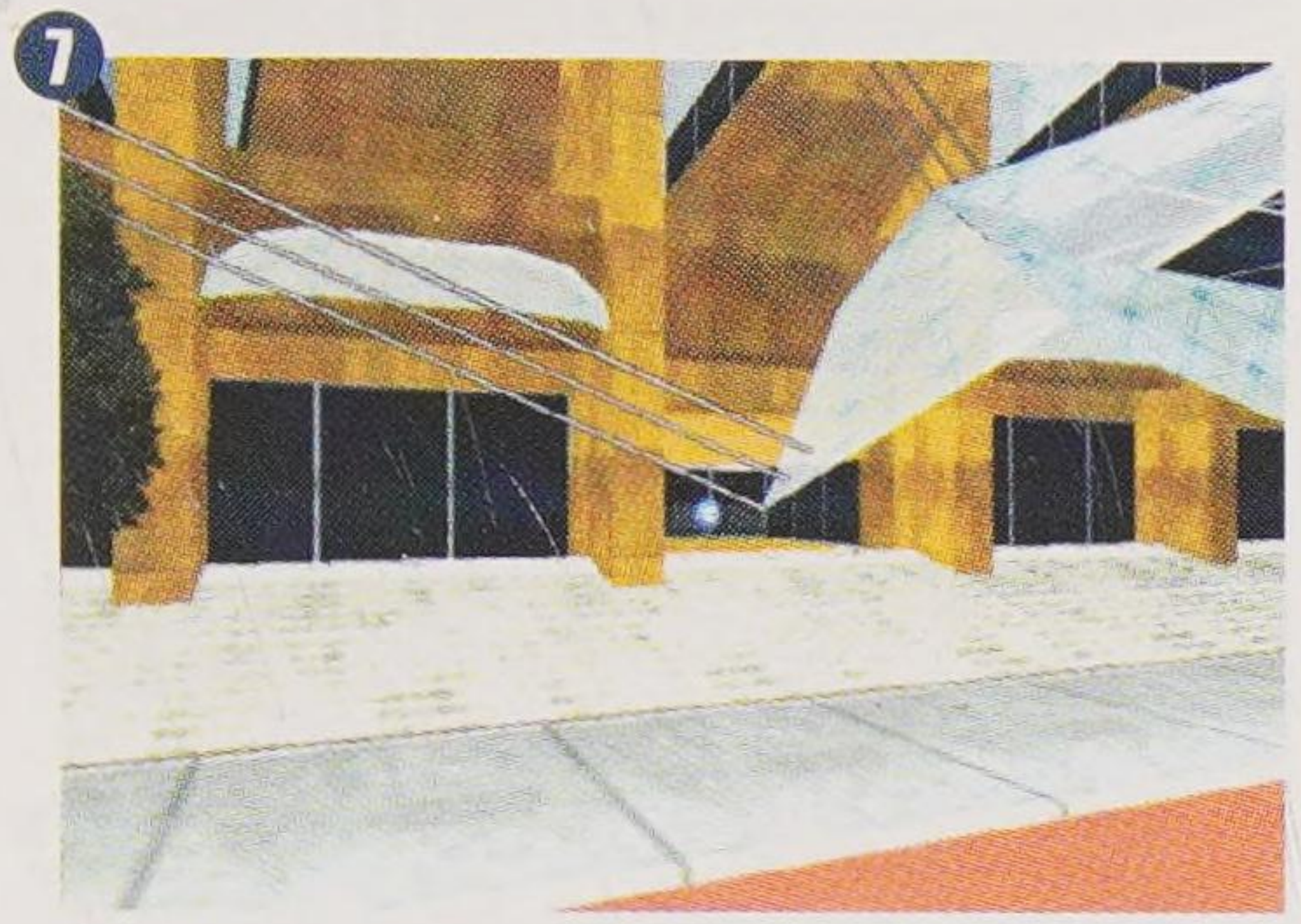
RUN OVER 30 PEDESTRIANS

Location
This Portland View Rampage is on the grass near the corner walls of an apartment building, north of the Supa-Save and the steep stairs that provide access to the sidewalks behind the Hospital.

Details
Run over 30 pedestrians in two minutes.

Tips
Bring a vehicle to this area behind the Hospital, then jump out to find the Rampage. Return to your vehicle and begin running over everyone on the sidewalks in the area. The hardest part of this mission is acquiring a vehicle if you did not bring one with you. The pedestrians can damage out a vehicle, so be ready to find another ride to complete the mission.

7



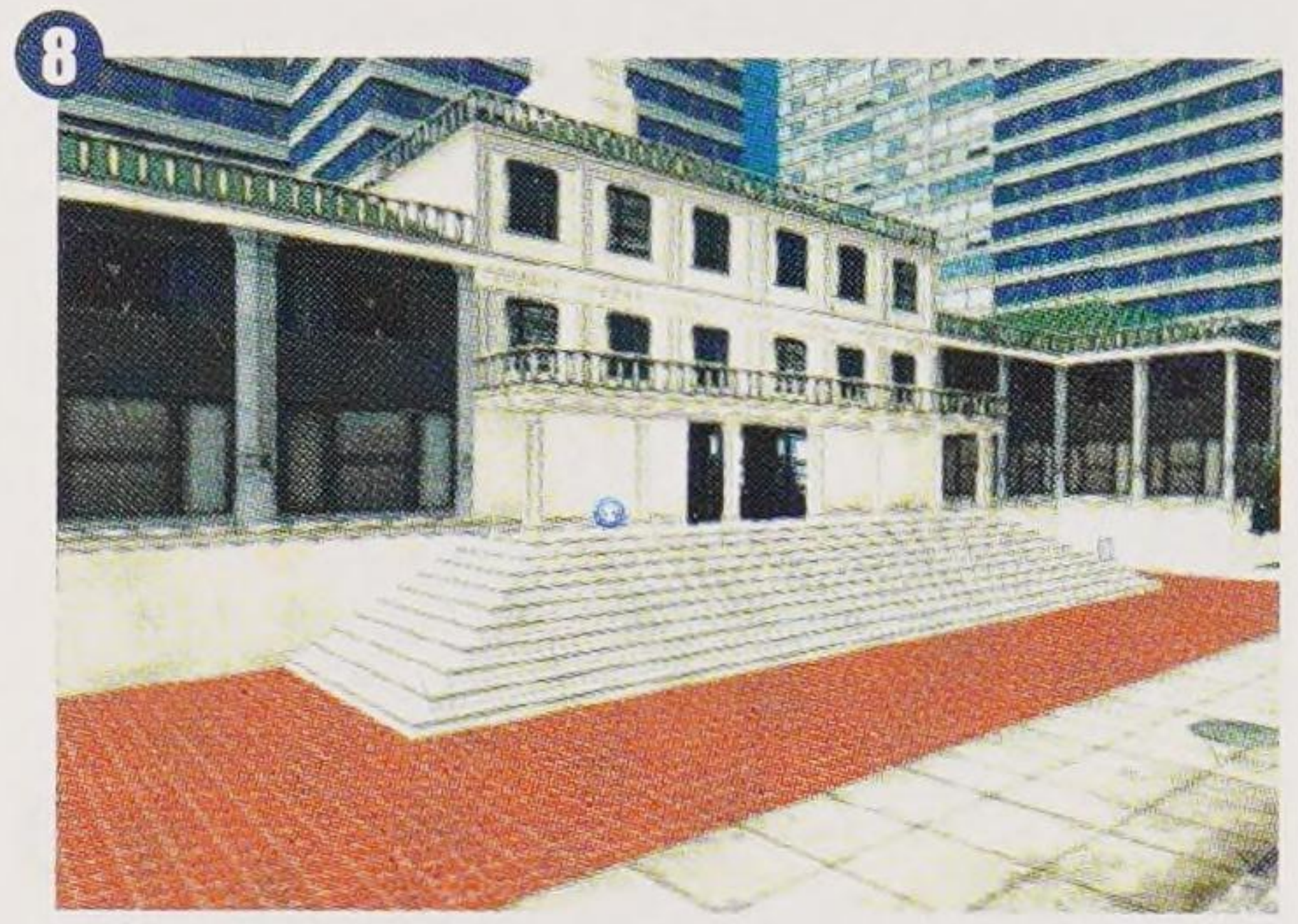
DESTROY 10 VEHICLES WITH GRENADES

Location
This Rampage takes place in Belleville Park, Staunton Island. The icon is located up the steps and deep into the long porch of the building facing the elegant courtyard/alley just west of the large carpark.

Details
You must destroy 10 vehicles in two minutes using an unlimited supply of grenades.

Tips
Run out of the alley/courtyard east toward the carpark. Throw grenades at the cars passing by on this busy road. If there aren't enough cars around, enter the carpark and blow up the ones parked on the different levels. But be careful throwing grenades in this enclosed area; they tend to hit the ceiling and come back down close to you. Stand near the vehicle and lightly toss the grenade, then run!

8



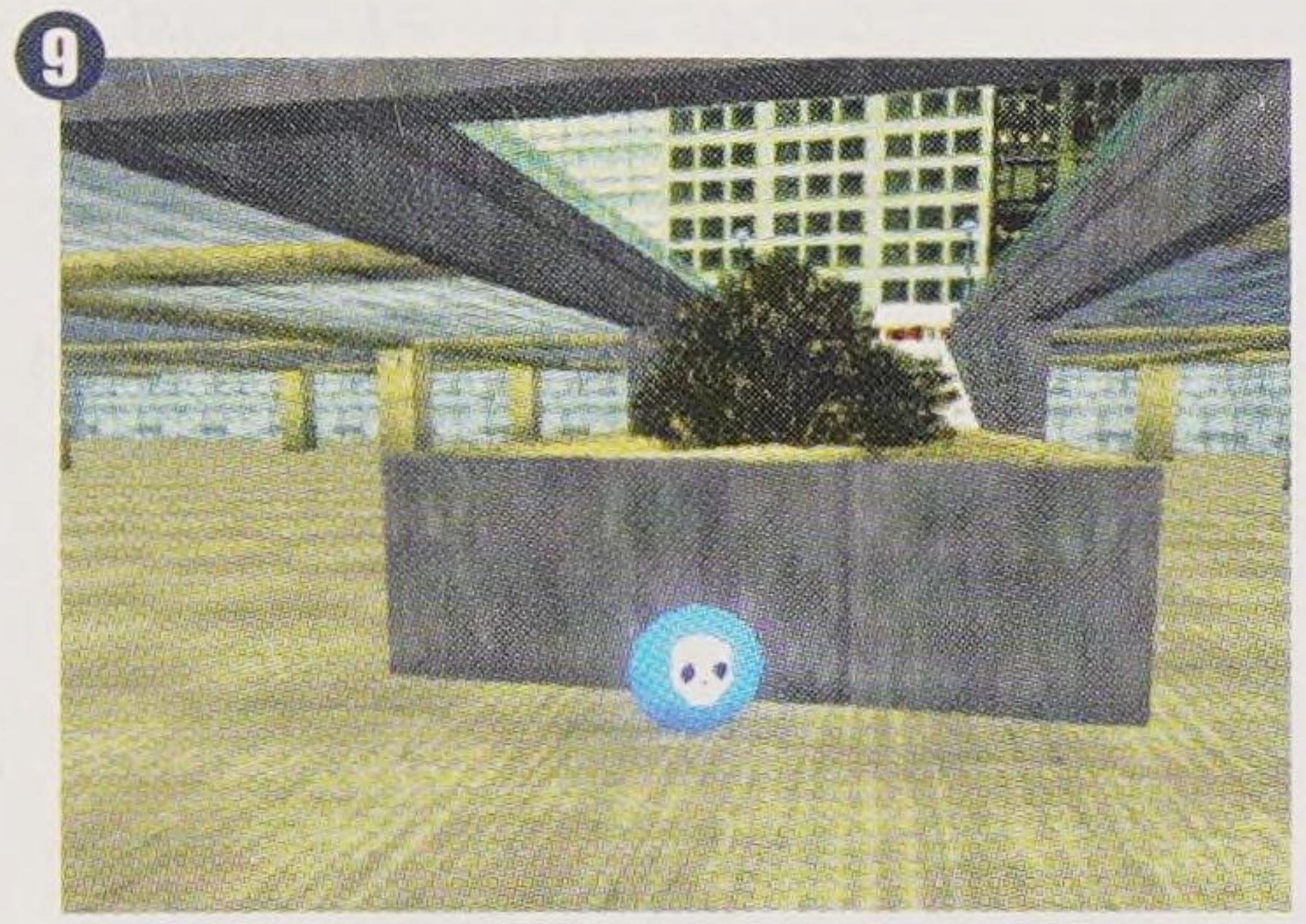
MASSACRE 25 PEDESTRIANS WITH A CHAINSAW

Location
Start on the steps of the courthouse in Belleville Park.

Details
Massacre 25 pedestrians in two minutes using nothing but a Chainsaw.

Tips
The sidewalks around the courthouse are populated with pedestrians of all kinds. Do not stop to attack; just run and tap ◉ as the Chainsaw touches a pedestrian. One little cut is all that's required to take someone out. There are so many pedestrians on the surrounding sidewalks that you can get picky with who you hunt down. Don't bother chasing the runners (unless that's all you see); target the old men who refuse to scurry. If you press the targeting button, you'll have an easier time tracking runners.

9



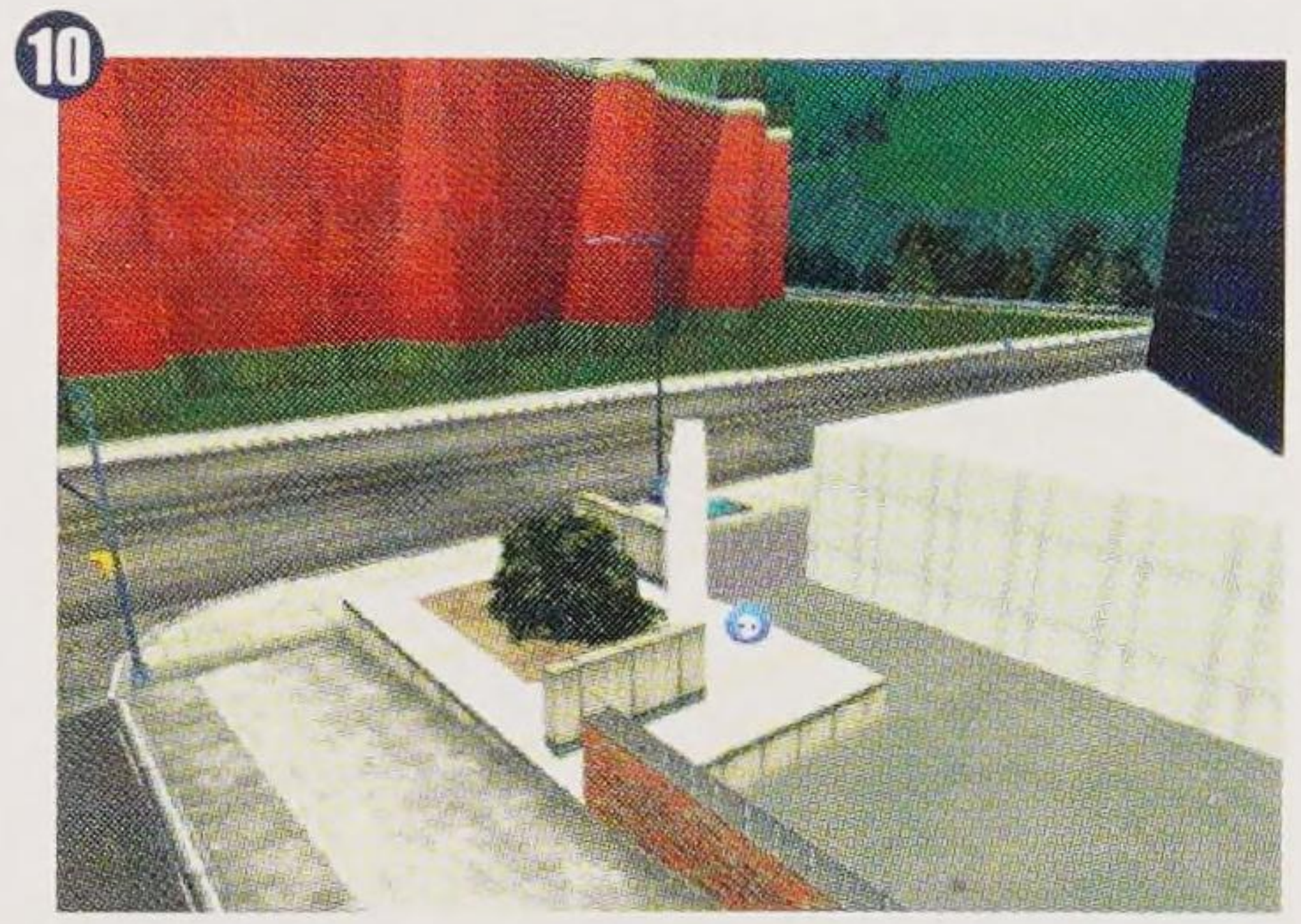
BURN 25 YAKUZA IN WITH A FLAMETHROWER

Location
In the underground parking garage behind a planter in Torrington, Staunton Island.

Details
Burn 25 Yakuza in two minutes using a flamethrower with unlimited fuel.

Tips
From the Rampage icon in the underground garage, run up the ramp and out onto the nearby street. Look for groups of Yakuza, the nicely dressed gentlemen in dark suits and armed with pistols. Run around and burn them all. Run up and down the street to make more Yakuza spawn. Double back to areas you've already cleared to find more have returned. If you have difficulty staying away from the flames, attempt this challenge after completing the Firefighter mission so you'll be fireproof.

10



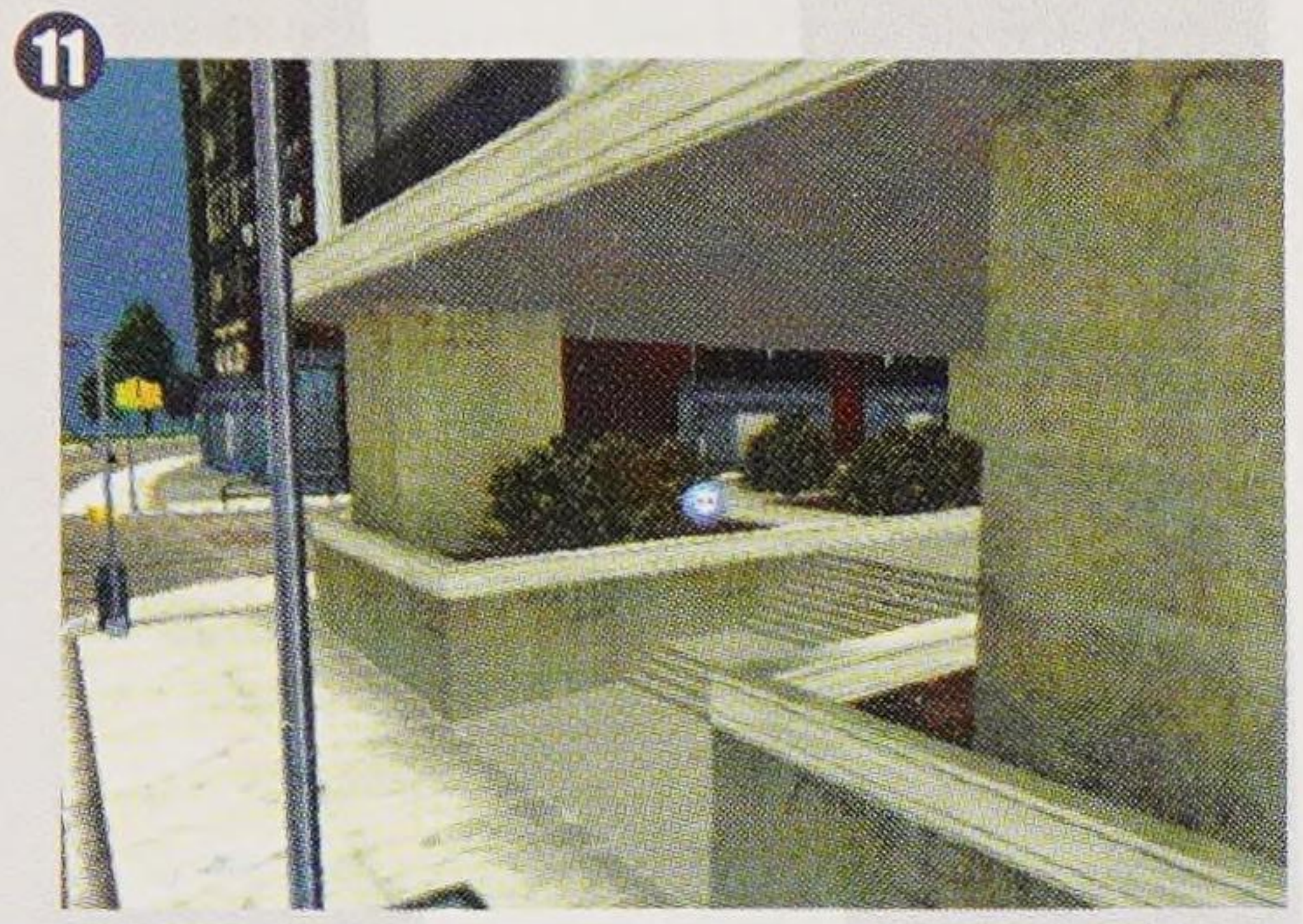
ASSASSINATE 30 FORELLIS WITH AN M4

Location
This Rampage is in Aspatria, at the roadside entrance behind the Hospital sign.

Details
You must kill 30 Forellis in two minutes using an M4 with unlimited ammo.

Tips
Forellis are the fat guys wearing blue jeans and light khaki jackets. An easy way to beat this mission is to run out into the street right there at the Rampage location, then run back to the Hospital entrance where the Health power-up sits. Turn around and shoot any Forellis that followed you there, then look up to the sidewalk wall to the south. You can pick off many more on the sidewalk by auto-targeting above this high wall. The closer you get to the steps that lead up to the sidewalk, the better chance you have of the auto-targeted bullets hitting their mark. The wall seems to get shorter on the left side of the stairs. Move around while remaining on the low ground. Don't forget there's a second Health power-up at the next set of Hospital doors to the east.

⑪



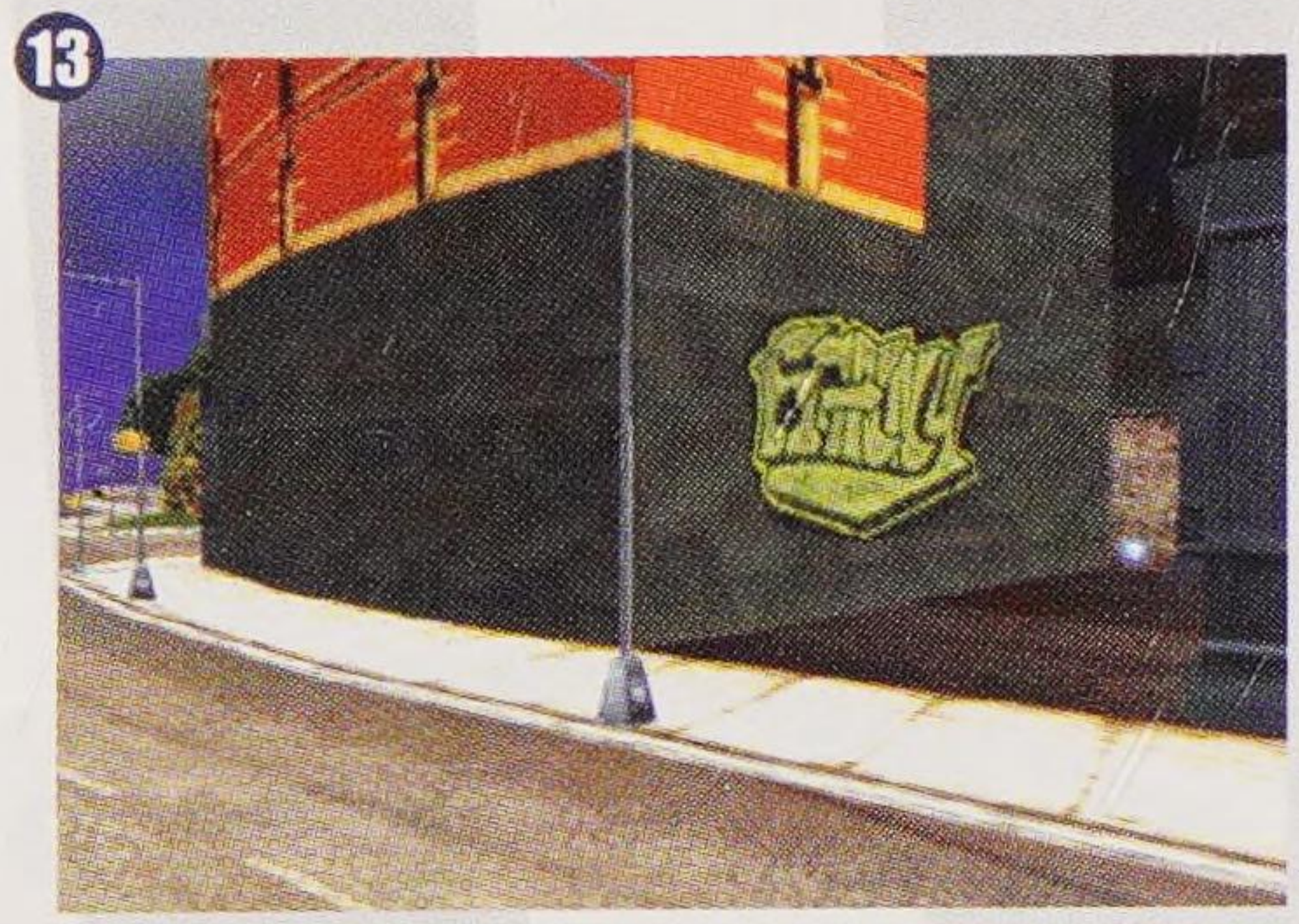
RUN OVER 40 PEDESTRIANS

Location
In a planter at the top of the stairs in a corner building in Bedford Point.

Details
Run over 40 pedestrians in two minutes using any vehicle.

Tips
Jack a vehicle and start speeding up and down the sidewalks of Bedford Point. This is the largest required number of pedestrians you must run over in this type of Rampage. Drive fast to assure the kill the first time you hit someone. Quickly swap out your vehicle before it explodes from all the pedestrian damage.

⑬



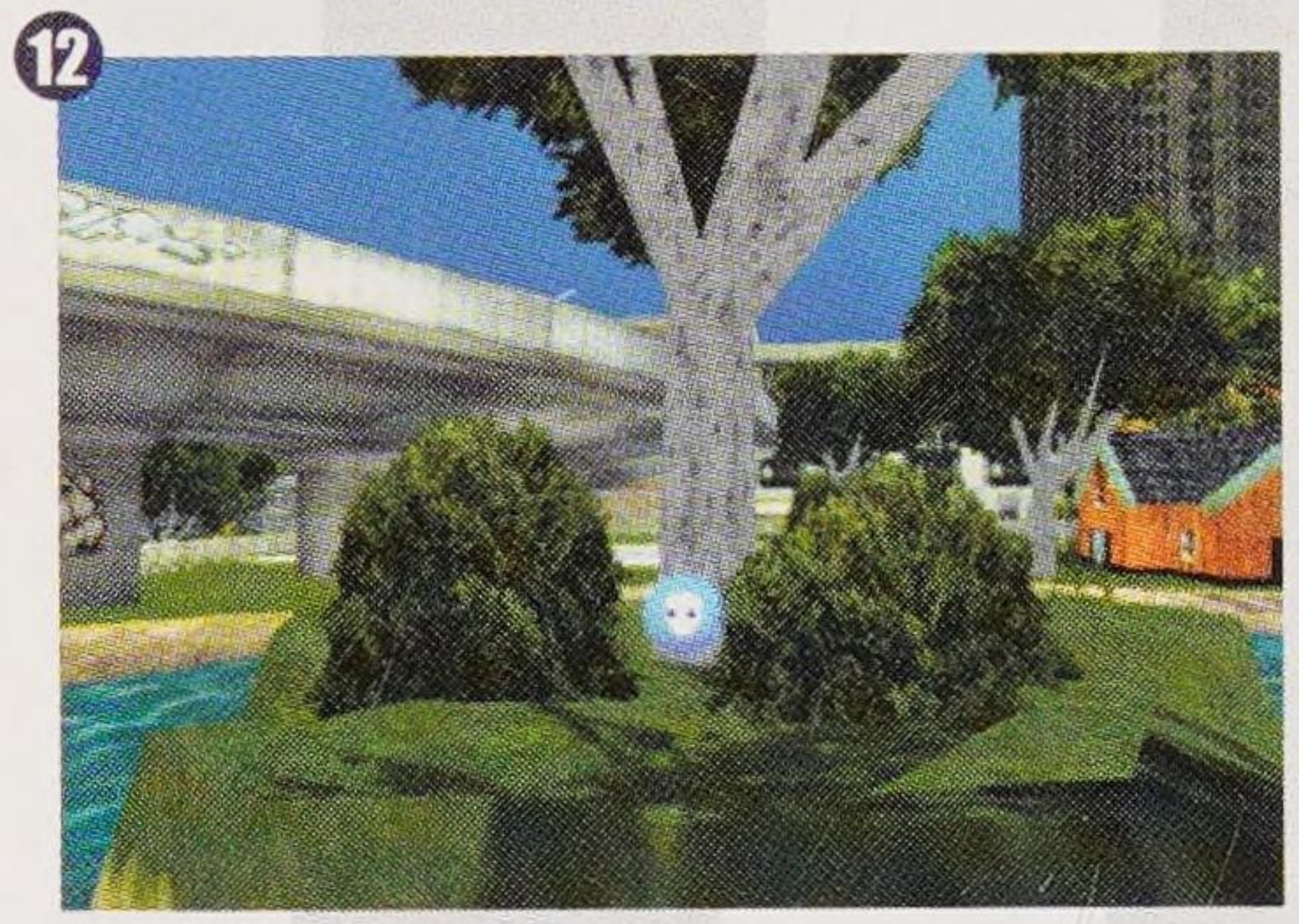
KILL 30 YAKUZA WITH A SHOTGUN

Location
At the end of a short dead-end alley, off a coastal road in Bedford Point.

Details
Kill 30 Yakuza in two minutes using a 'stubby shotgun' with unlimited ammo.

Tips
The Yakuza are all around the coastal sidewalks of Bedford Point. Use the stairs to the pier across the street for cover if necessary. It helps if you have bonus Armor and Health from completing Vigilante, Well Snacked Pizza, and Noodle Punk. You must be somewhat close to your target to take them down with one shot of the shotgun. This means you must keep moving your feet to avoid being shot.

⑫



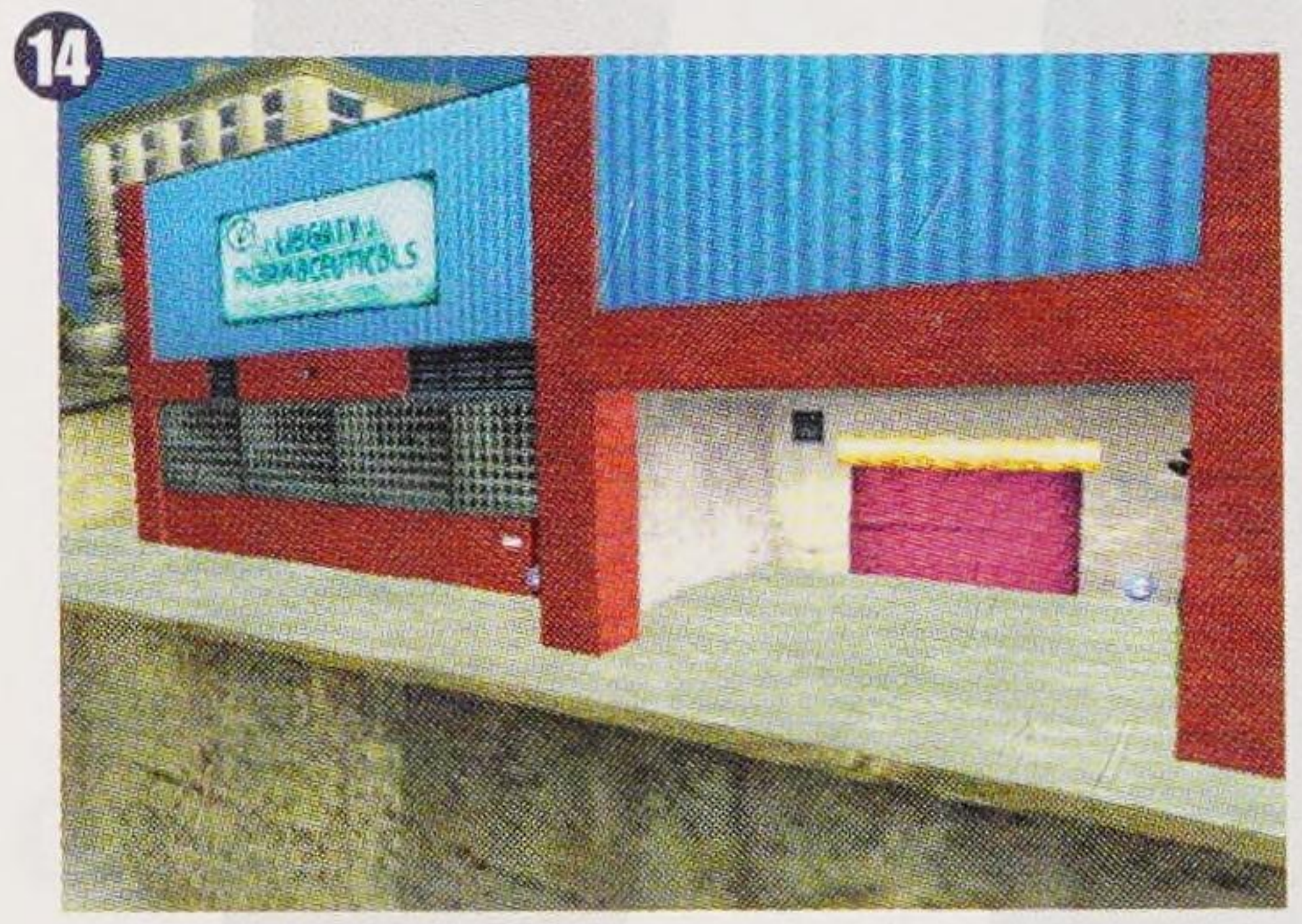
MURDER 30 PEDESTRIANS WITH A SHOTGUN

Location
On top of the small island in the middle of the pond in the actual park of Belleville Park.

Details
Murder 30 pedestrians using a provided shotgun with unlimited ammo. There's a two-minute time limit.

Tips
Stand in the pond for a little while, blasting everyone in sight. Move when the pedestrians become scarce or if you're hassled by police. Head south through the park, auto-targeting even when you don't see anyone on your own—the auto-target may pick up on people you haven't spotted yet. Work your way toward the pedestrian bridge with the Police Bribe. Use this bribe when you receive a two-star Wanted Level (don't waste it on just one star). While continuing to blow people away, move toward the Health power-up in the park, but only if you become low on Health. Cops also count as "pedestrians" in this challenge.

⑭



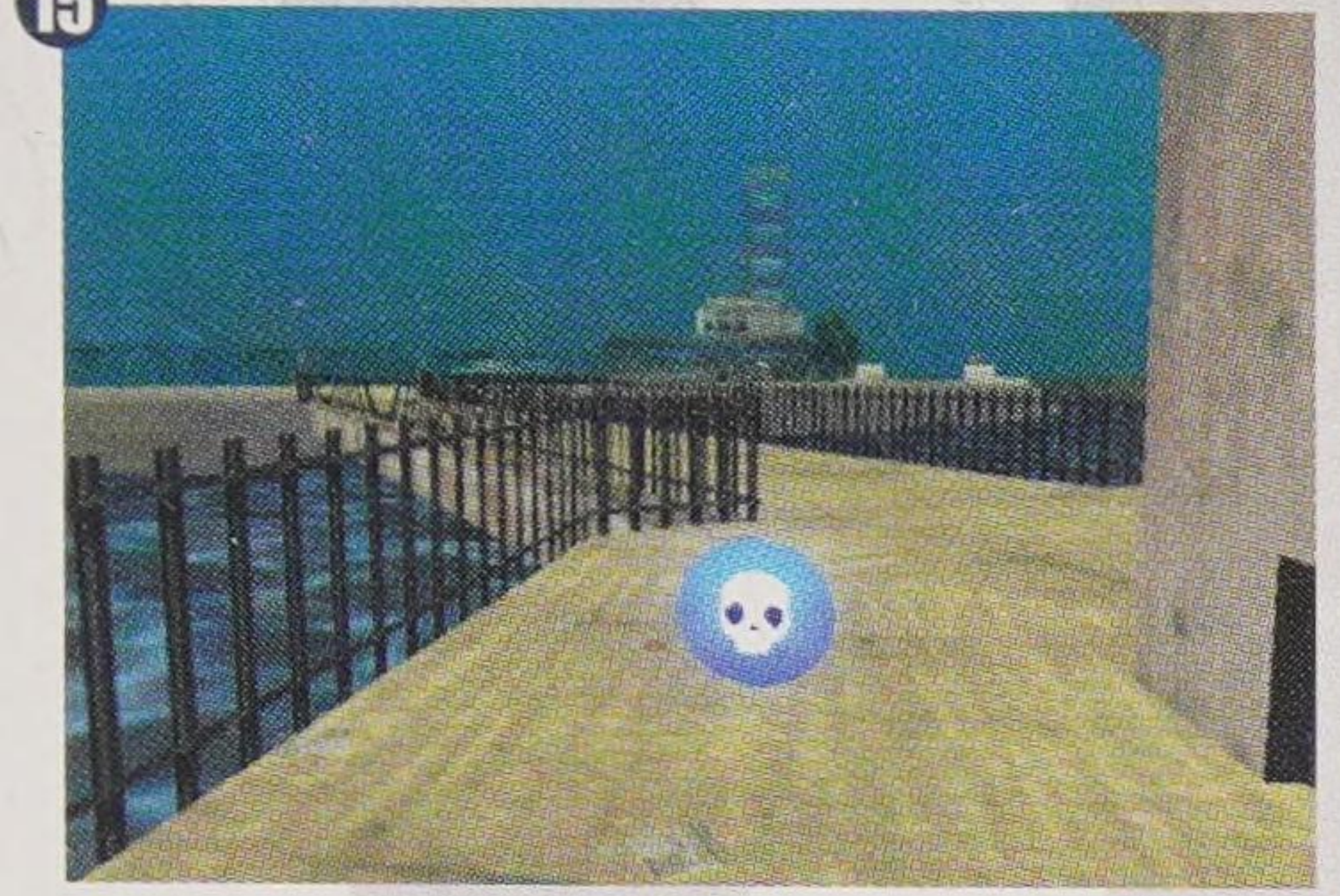
BLOW AWAY 25 COLOMBIAN GANGSTERS WITH A STUBBY SHOTGUN

Location
In the doorway of the Liberty Pharmaceuticals building.

Details
Blow away 25 Colombian Gangsters in two minutes using the stubby shotgun with unlimited ammo.

Tips
Make sure you have full Health and Armor before starting this mission. Once you enter the Rampage icon, move directly to the nearby Adrenaline power-up. While in slow motion, run out to the nearby sidewalk and begin blowing away the Colombians in the brown jackets. Keep moving to avoid their Uzi fire. Run toward the Hospital so you can use the Health while mowing down targets on the way. If you have time, you can grab the Armor from the end of the Liberty Pharmaceuticals building (in the compound near the ramp).

15



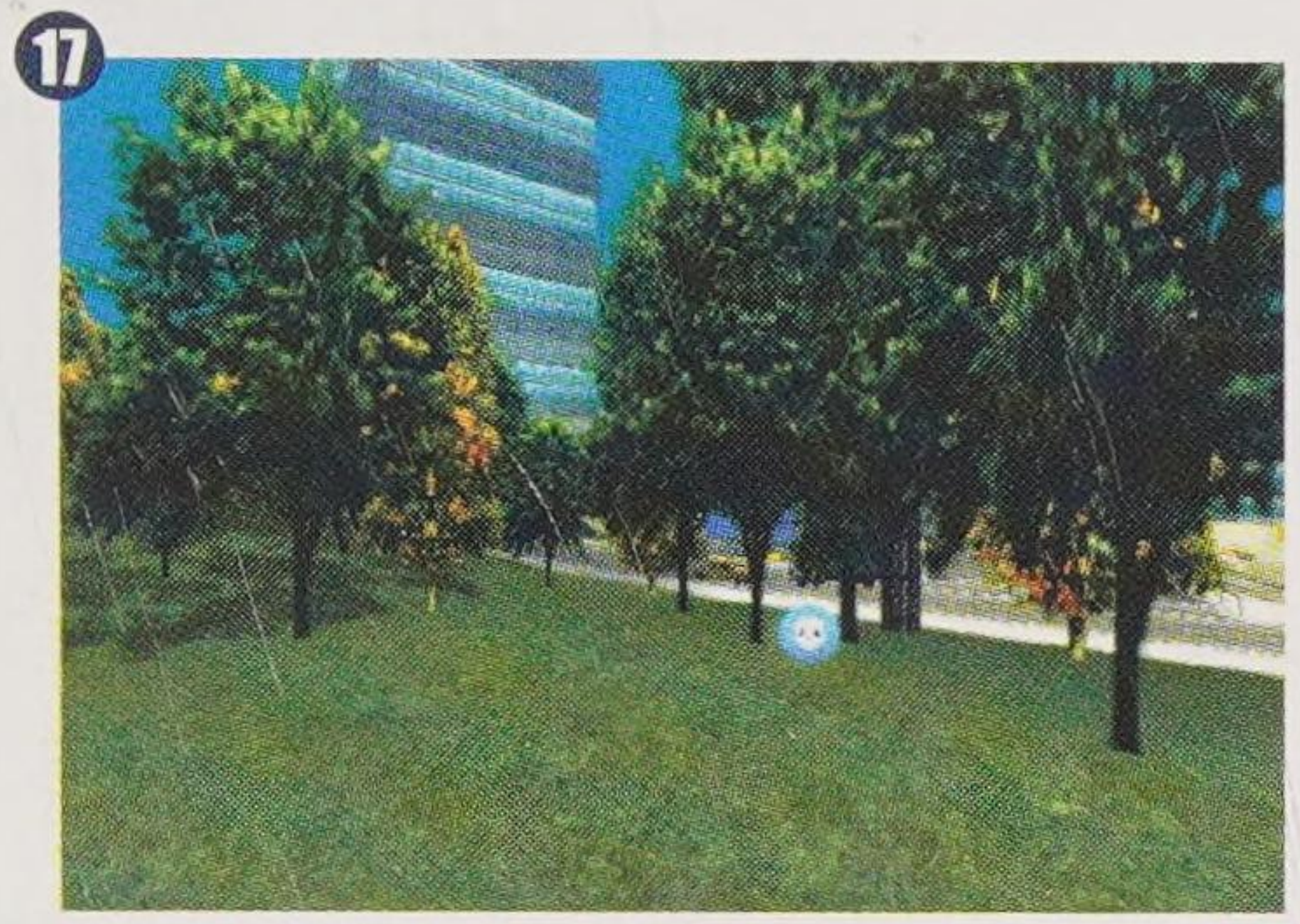
MASSACRE 35 PEDESTRIANS WITH A CHAINSAW

Location
On the walkway, around the west building on the Cochrane Dam.

Details
Massacre 35 pedestrians in two minutes using the provided Chainsaw.

Tips
Simply run around the circular walkway where the Rampage is found, chopping up everyone in sight. Avoid the long animation of gutting if at all possible by not pressing ◉ twice during one kill. Just run into people with the blade while tapping ◉ to quickly slice them. Use the auto-targeting system to quickly track and chase victims.

17



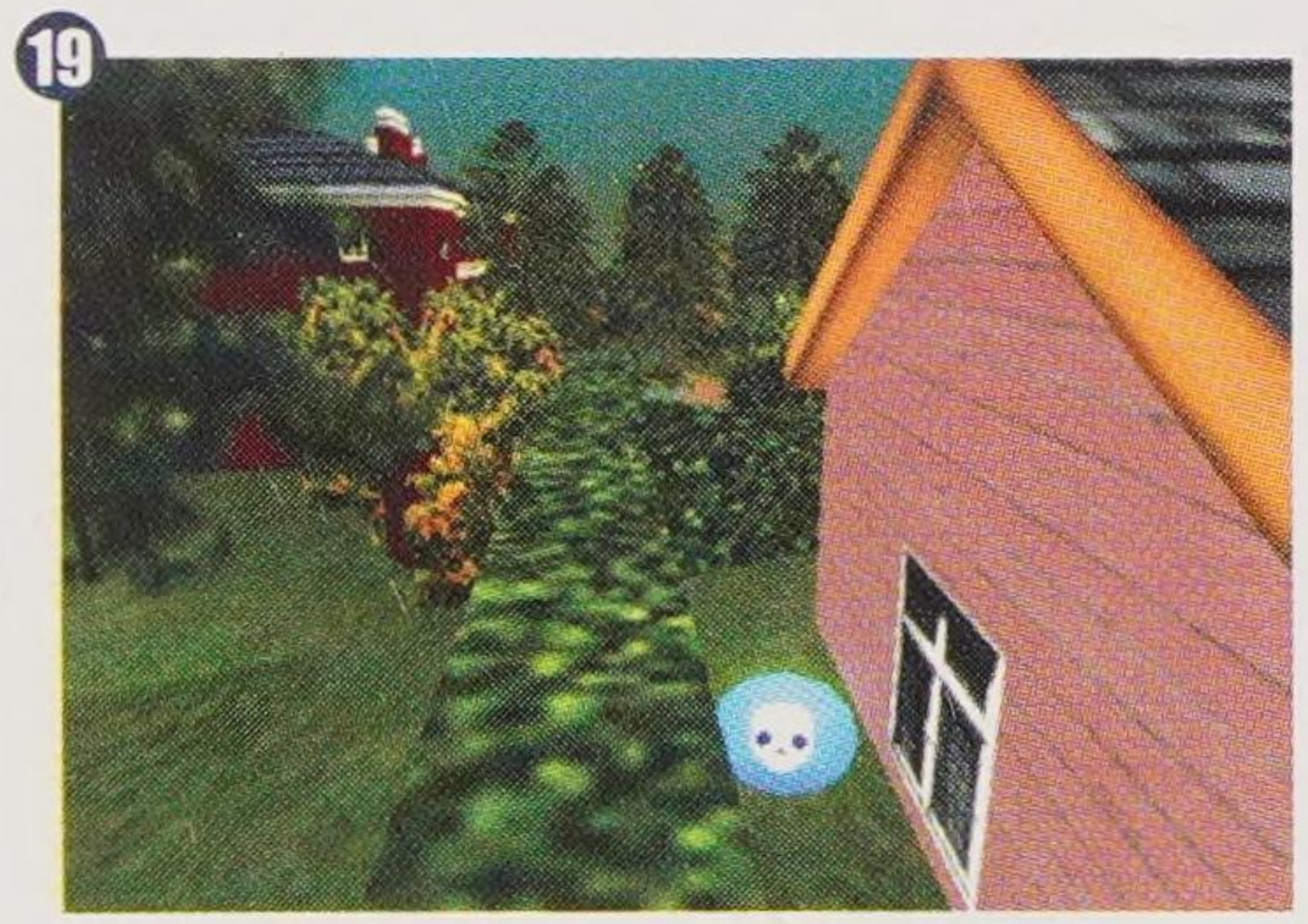
SNIPE 25 PEDESTRIANS WITH A SNIPER RIFLE

Location
Borderline between Francis Intl. Airport and Pike Creek. This Rampage icon is on a grassy mound just south of the southernmost Pike Creek road.

Details
Snipe 25 pedestrians in two minutes using the provided Sniper Rifle with unlimited ammo.

Tips
Remain on or around the mound where you found this Rampage. If you get a Wanted Level, the cops have a harder time finding you being this far off-road. If you get a two or three-star Wanted Level and you can't waste them fast enough, find the Police Bribe just west of your position, also on the grass. Zoom into the nearby sidewalks to the north, especially focusing on the street corners where people tend to stop walking. Avoid shooting cops until it is necessary to avoid getting wasted. The lower your Wanted Level, the easier this mission is. When a few pedestrians go down, a crowd gathers. Aim at the gawkers—less precision is needed when firing into a crowd. Shoot the paramedics that arrive on the scene.

19



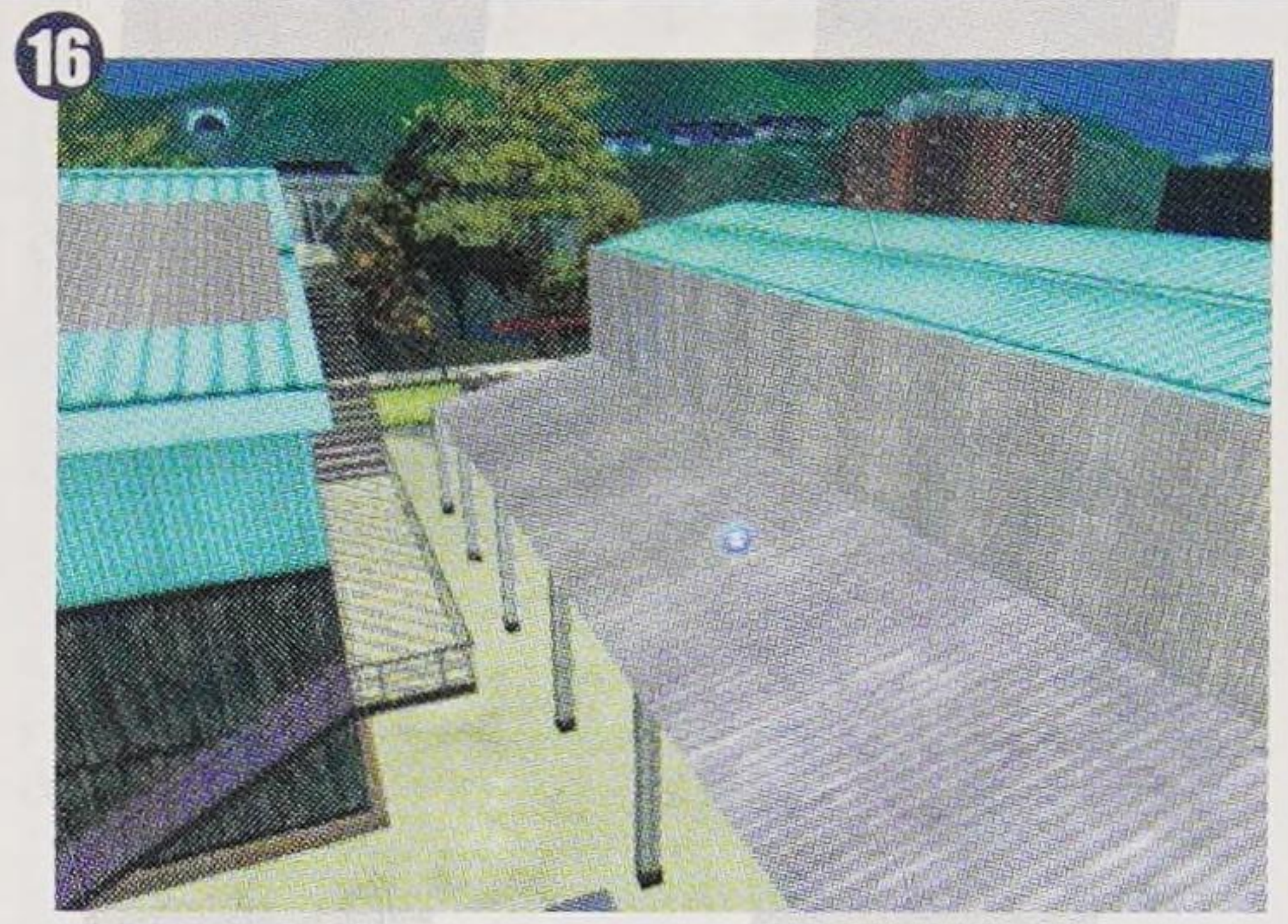
RUN OVER 30 PEDESTRIANS

Location
In Cedar Grove, behind the house next door to the Colombian Mansion on the corner (Donald's mansion at the end of the game).

Details
Run over 35 Colombians in two minutes using any vehicle.

Tips
Use the bulletproof Landstalker you receive after completing *See the Sight Before Your Flight* for this Rampage Drive up and down the nearby sidewalk at high speeds. The faster you go, the more likely you are to kill the Colombians with one pass. Drive the full length of the sidewalk from the mansion on the corner to the bridge. Turn around and go back the other way until you pass the mission.

16



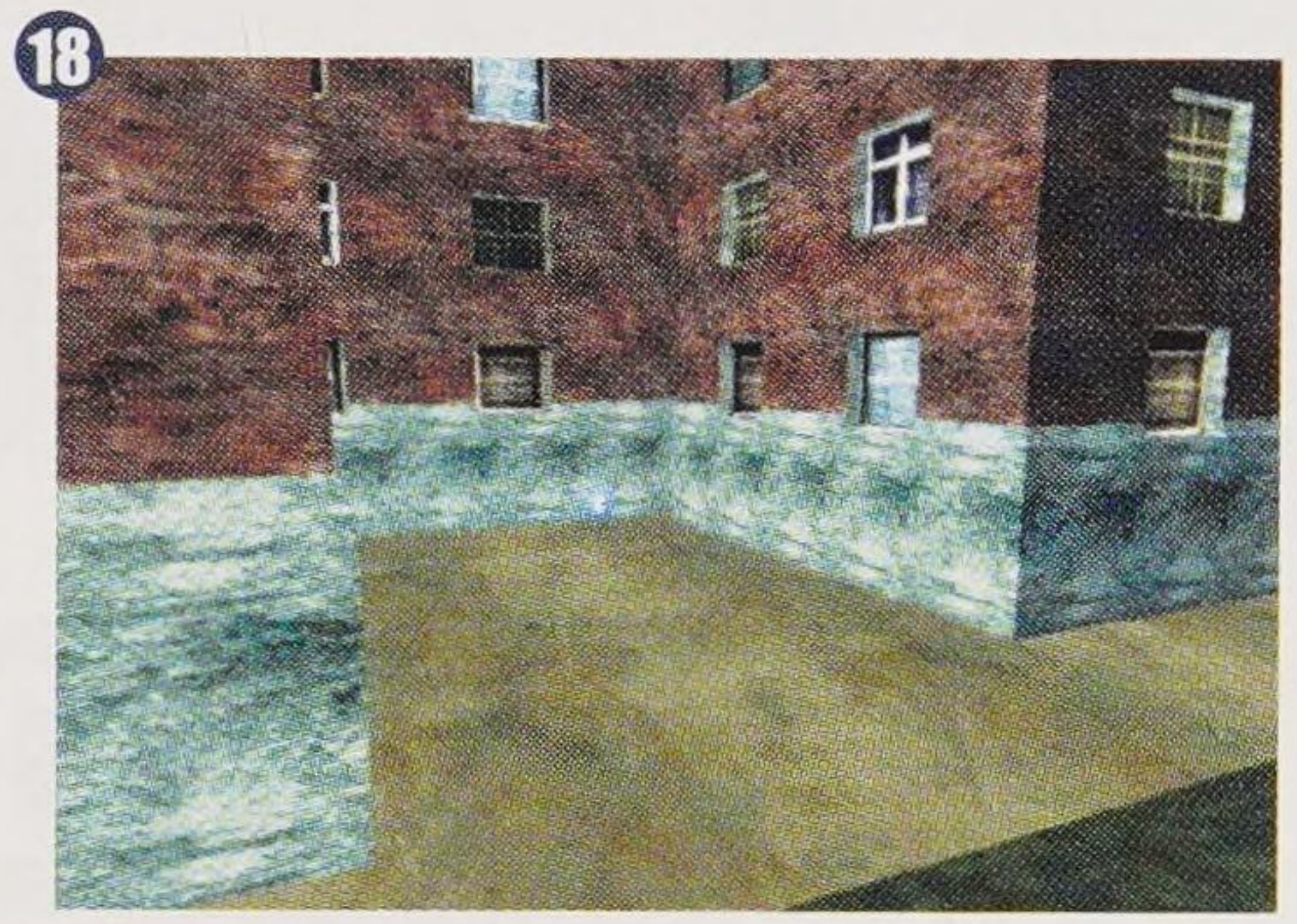
DESTROY 10 VEHICLES WITH A ROCKET LAUNCHER

Location
On the rooftop overhand of the Turtlehead warehouse. Walk up the steps of the adjacent building. The Rampage can be seen from the first landing of the stairs. Continue up the stairs and onto the rooftop. Jump from the larger warehouse rooftop down to the Turtlehead rooftop overhang.

Details
Destroy 10 vehicles in two minutes using the rocket launcher.

Tips
Jump off the rooftop overhang and ascend the stairs of the adjacent warehouse again. Climb up to the rooftop of the larger warehouse and make your way to the north end of the roof. Stand on the edge of the rooftop and shoot down at the vehicles on the road below. Move from one end of the roof to the other if vehicles fail to arrive. Emergency vehicles show up shortly, so return to your original kill zone and let 'em have it.

18



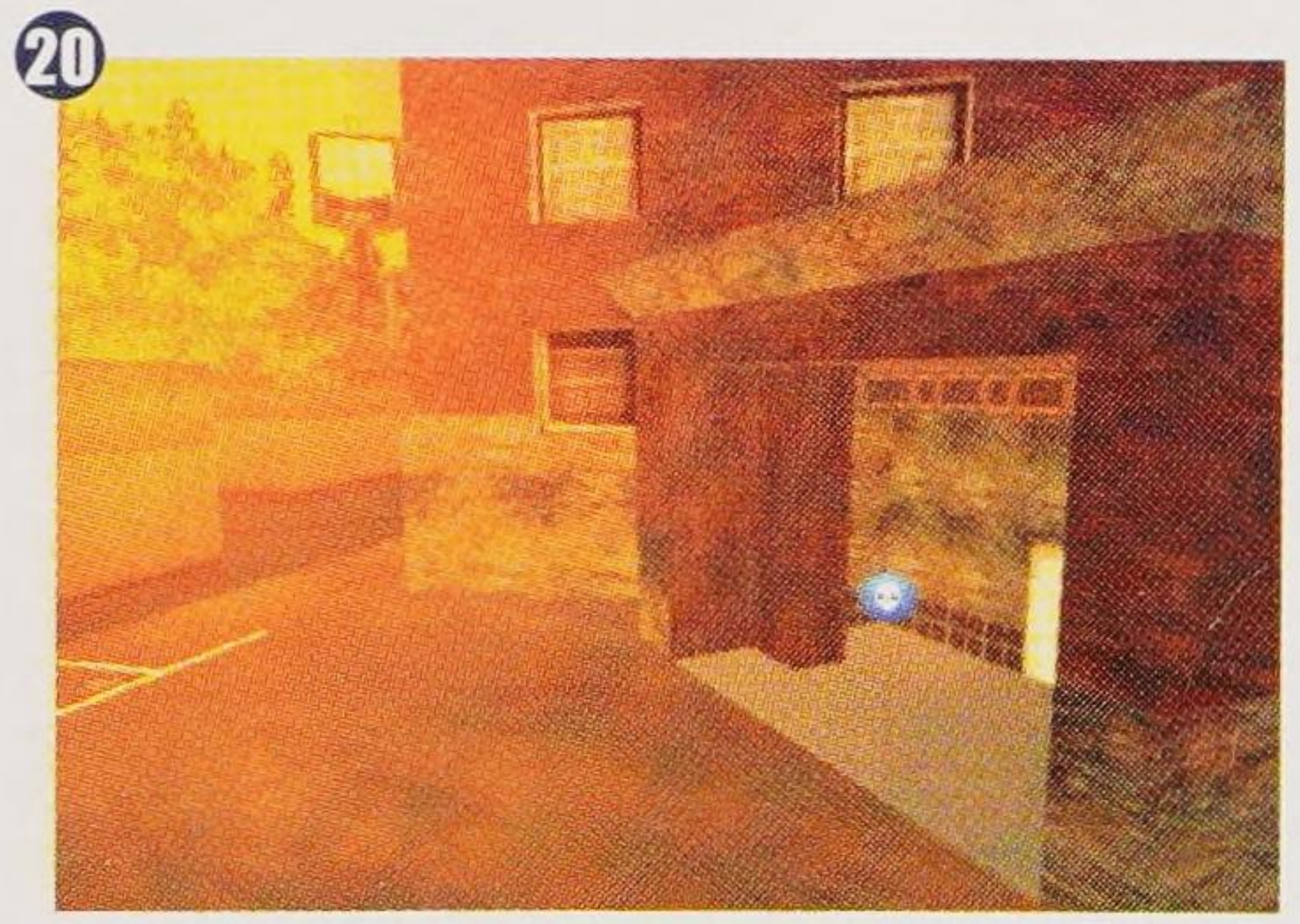
DRIVE-BY AND DESTROY 8 VEHICLES

Location
In a deep nook in an apartment building in Wichita Gardens.

Details
Destroy eight vehicles in two minutes using drive-by shooting.

Tips
Jack a car, or have one waiting nearby before taking this mission, then pull out into the nearby street. Block traffic with your vehicle and start shooting at the lead car. Once you have a shell of a car on one side of the road, block the other side of traffic and do the same. After a while, you'll create a traffic jam. When cars blow each other up, you'll have less shooting to do. That's right… cars blowing up and taking out other cars counts toward your total!

20



BURN 40 PEDESTRIANS WITH MOLOTOVS

Location
Tucked away from sight, beside a door on a corner apartment in Wichita Gardens.

Details
Burn 40 pedestrians in two minutes using Molotovs.

Tips
This is a pretty easy challenge if you just stay behind the parking lot's short wall and face the many pedestrians on the sidewalks across the street to the west and north. There are tons of people passing by. Hold ◉ down briefly before releasing it to achieve the farthest possible throw. Avoid short tosses or you'll burn yourself. The low wall keeps cops away from you if you acquire a one-star Wanted Level.

LIBERTY CITY MAPS

STAUNTON ISLAND
SHORESIDE VALE
PORTLAND
COCHRANE DAM
CEDAR RIDGE OBSERVATORY
CEDAR GROVE
PIKE CREEK
WICHITA GARDENS
FRANC INTERNATIONAL AIRPORT
SHORESIDE LIFT BRIDGE
ASPATRIA
R CKFORD
FORT TAUNTON
LIBERTY CAMPUS
NEWPORT
BELLEVILLE PARK
CALLAHAN BRIDGE
TORRINGTON
BEDFORD POINT
RWOOD
ST. MARKS
HEP RN HEIGHTS
RED LIGHT DISTRICT
CHINATOWN
PORT ND VIEW
PORTLAND BEACH
PORTLAND
CALLAHAN POINT
TENTON
ND HARBOR
ATLANTIC Q YS

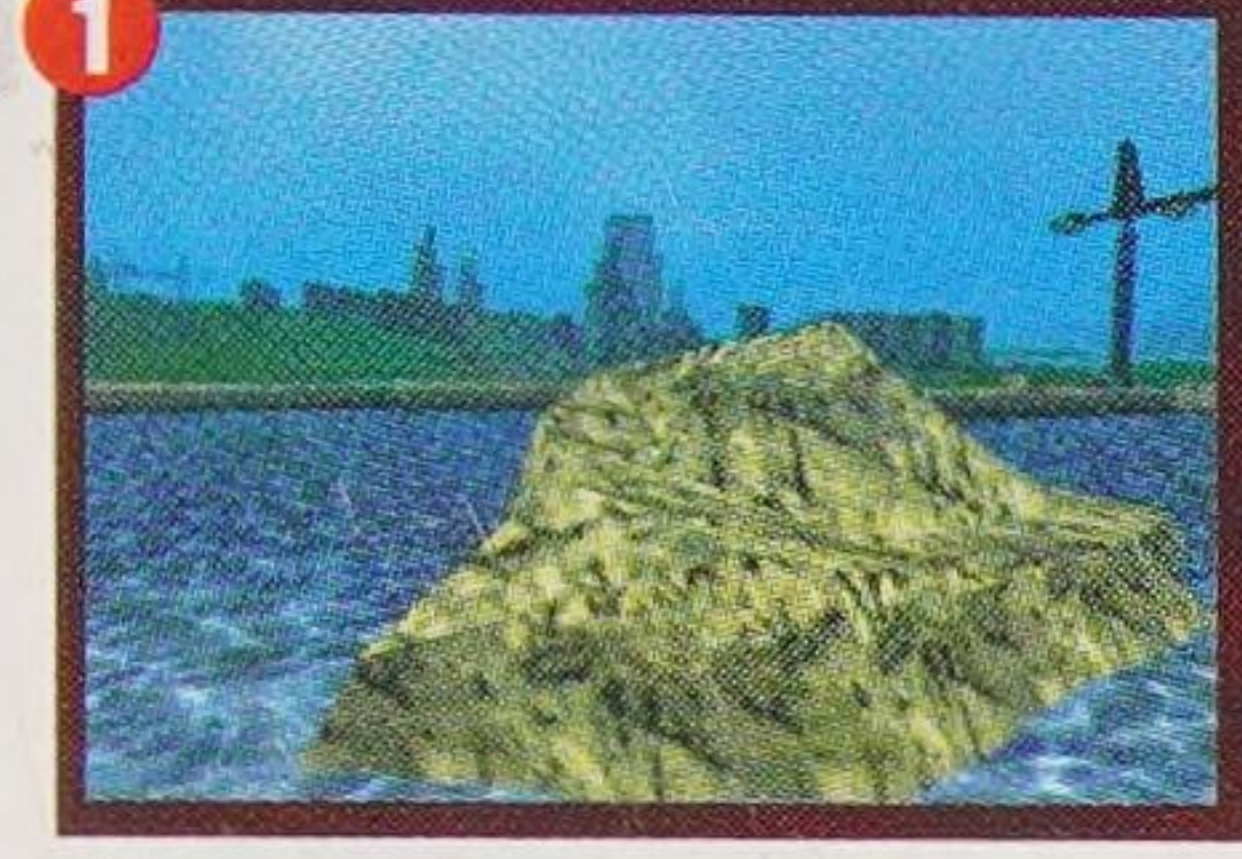
HIDDEN PACKAGES

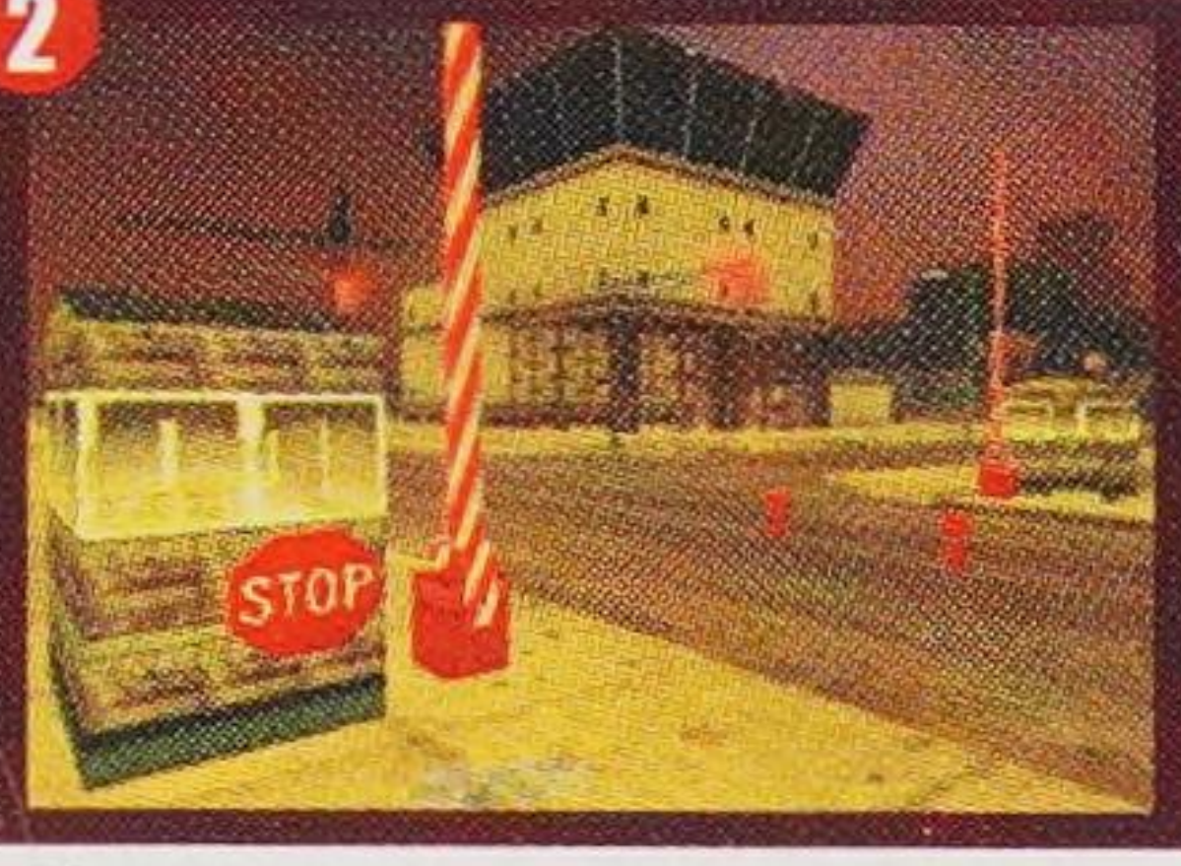
It wouldn't be Grand Theft Auto if there weren't hidden packages scattered around the land. They're back, and yes… there are 100 of them! This time around, what you're looking for are glowing hand gestures. Collect these packages as soon as possible. For every 10 collected, a great item is created at all your safe houses. Having these items this "handy" makes difficult missions much easier to deal with; you don't have to hunt as long for mission preparation.

HIDDEN PACKAGE REWARDS

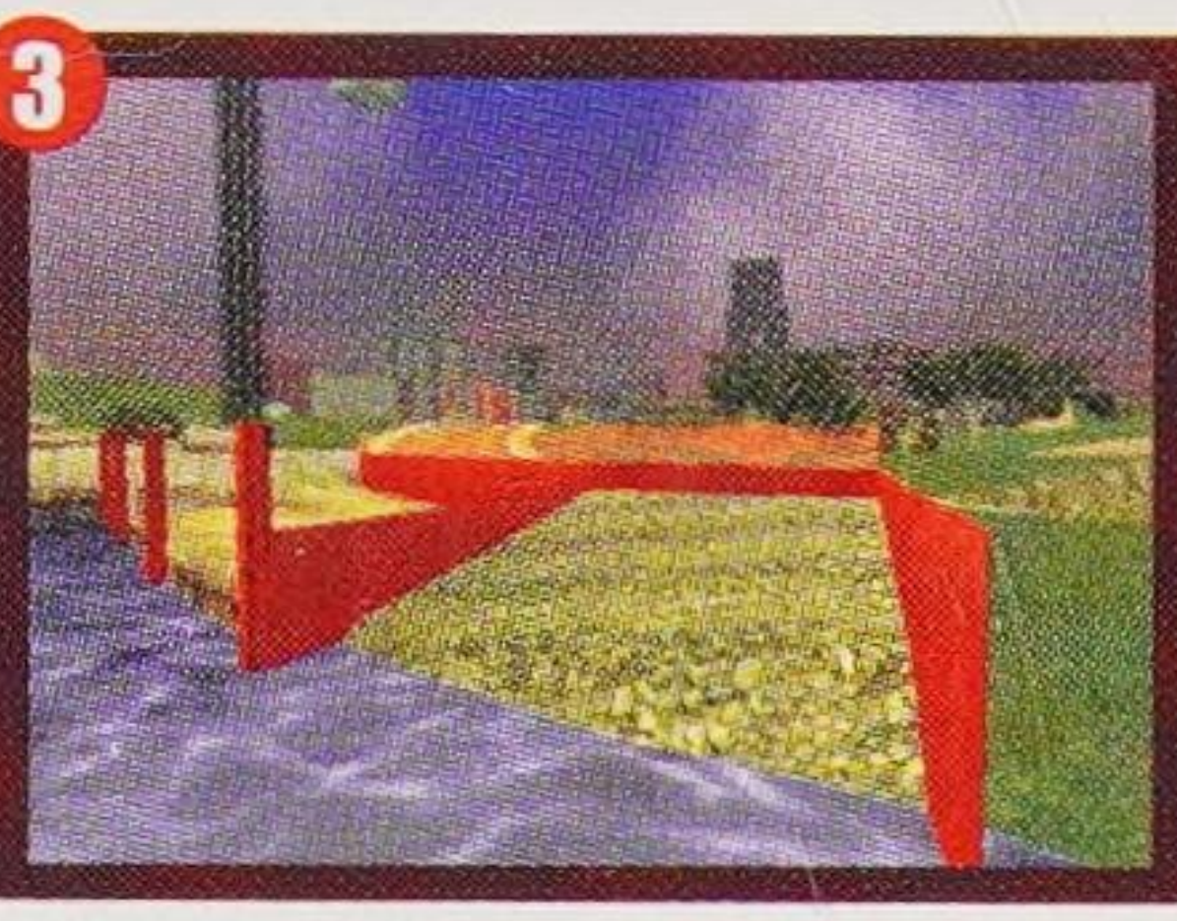
PACKAGES COLLECTED	REWARD
10	Pistol at all safe houses
20	Shotgun at all safe houses
30	Armor at all safe houses
40	MP5 at all safe houses
50	Python (.357) at all safe houses
60	M4 at all safe houses
70	Laser Scoped Sniper Rifle at all safe houses
80	Flamethrower at all safe houses
90	Rocket Launcher at all safe houses
100	$50,000

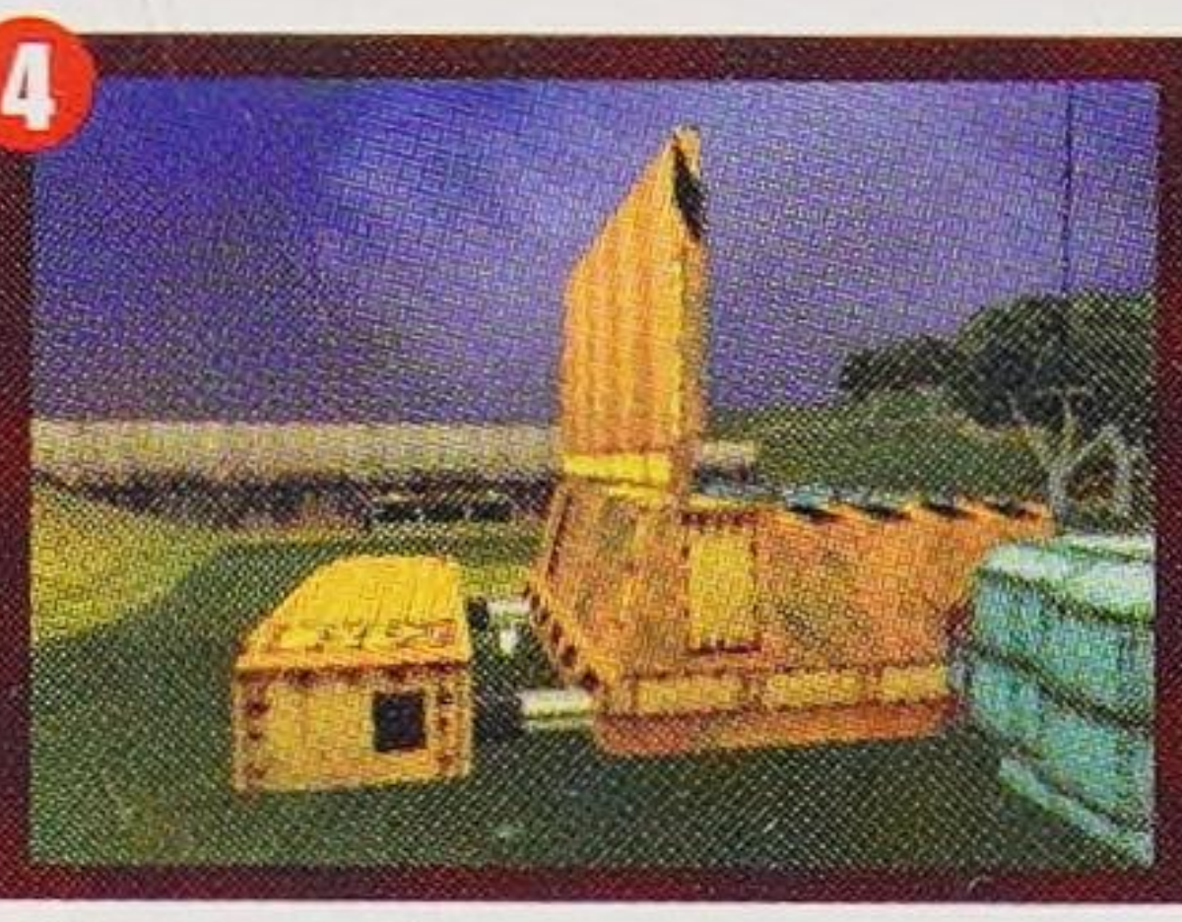
PORTLAND HIDDEN PACKAGES

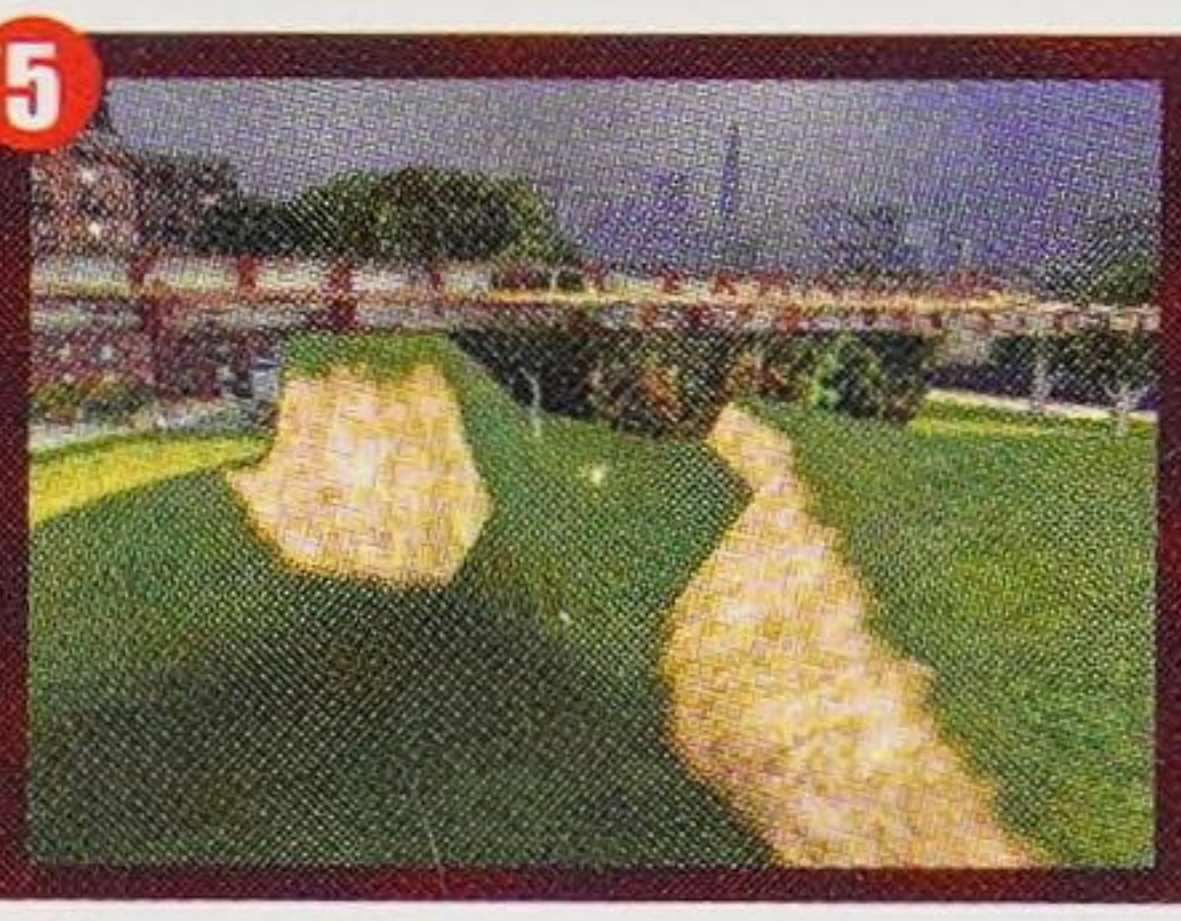
1

Harwood
Near the top of the spiral pathway on the large rock island just off the coast from the car crusher. You need a boat.

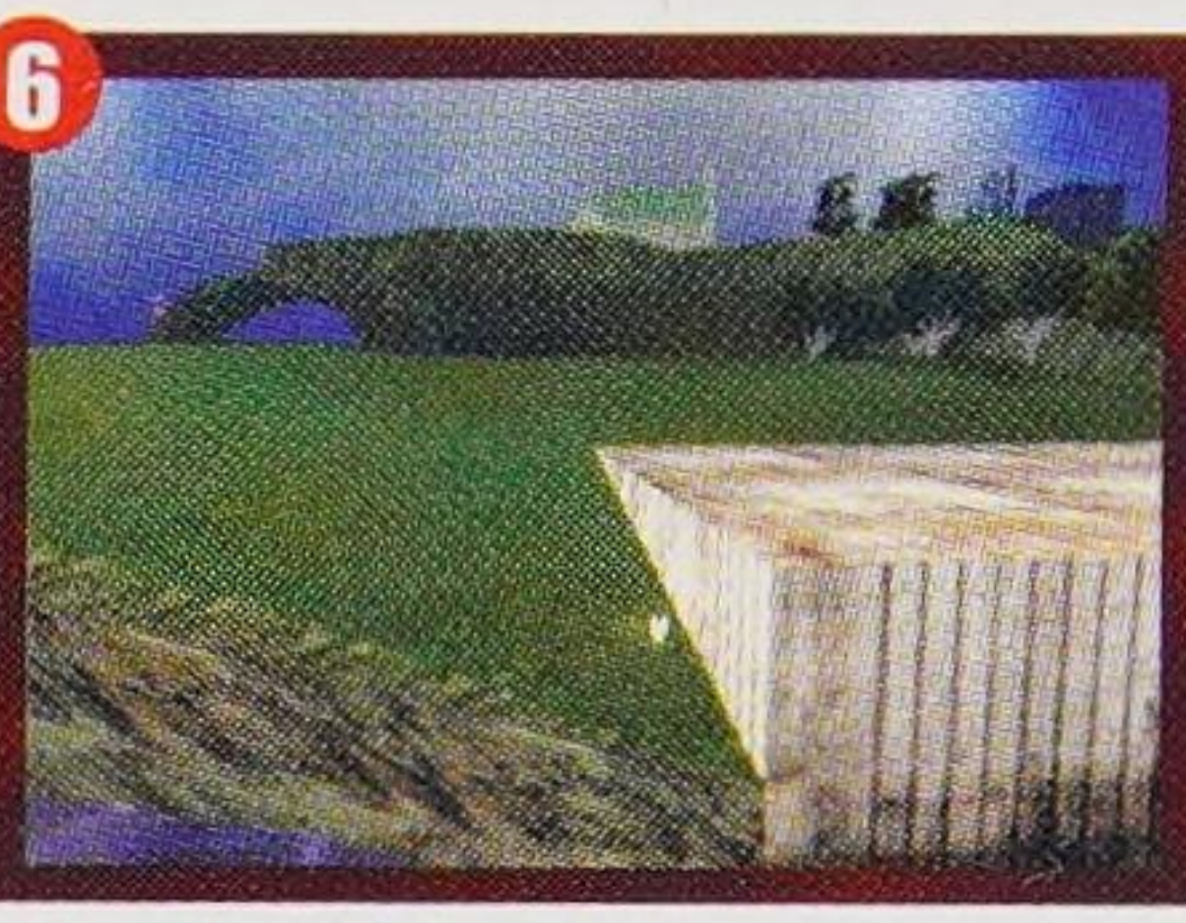
2


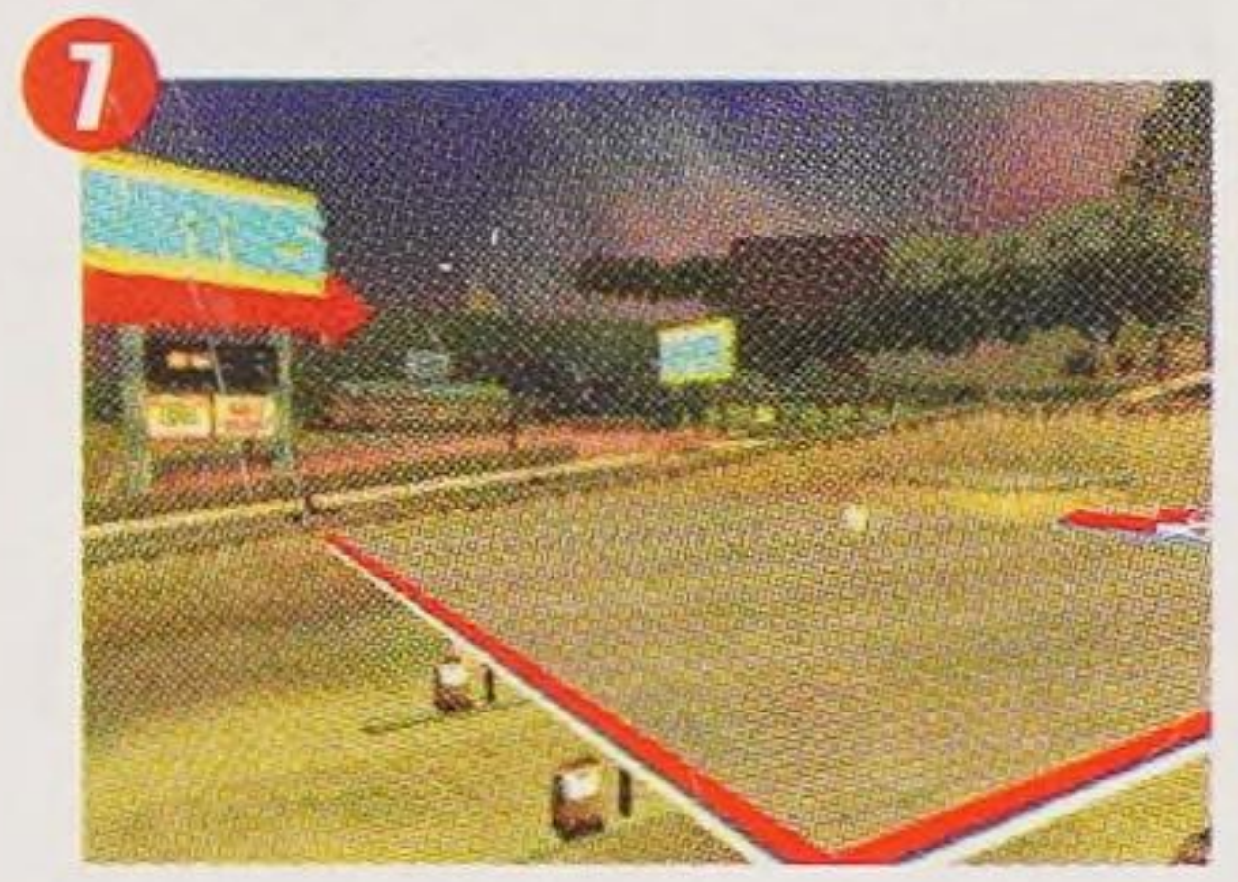
Harwood
Inside the guard booth at the Ferry Port.

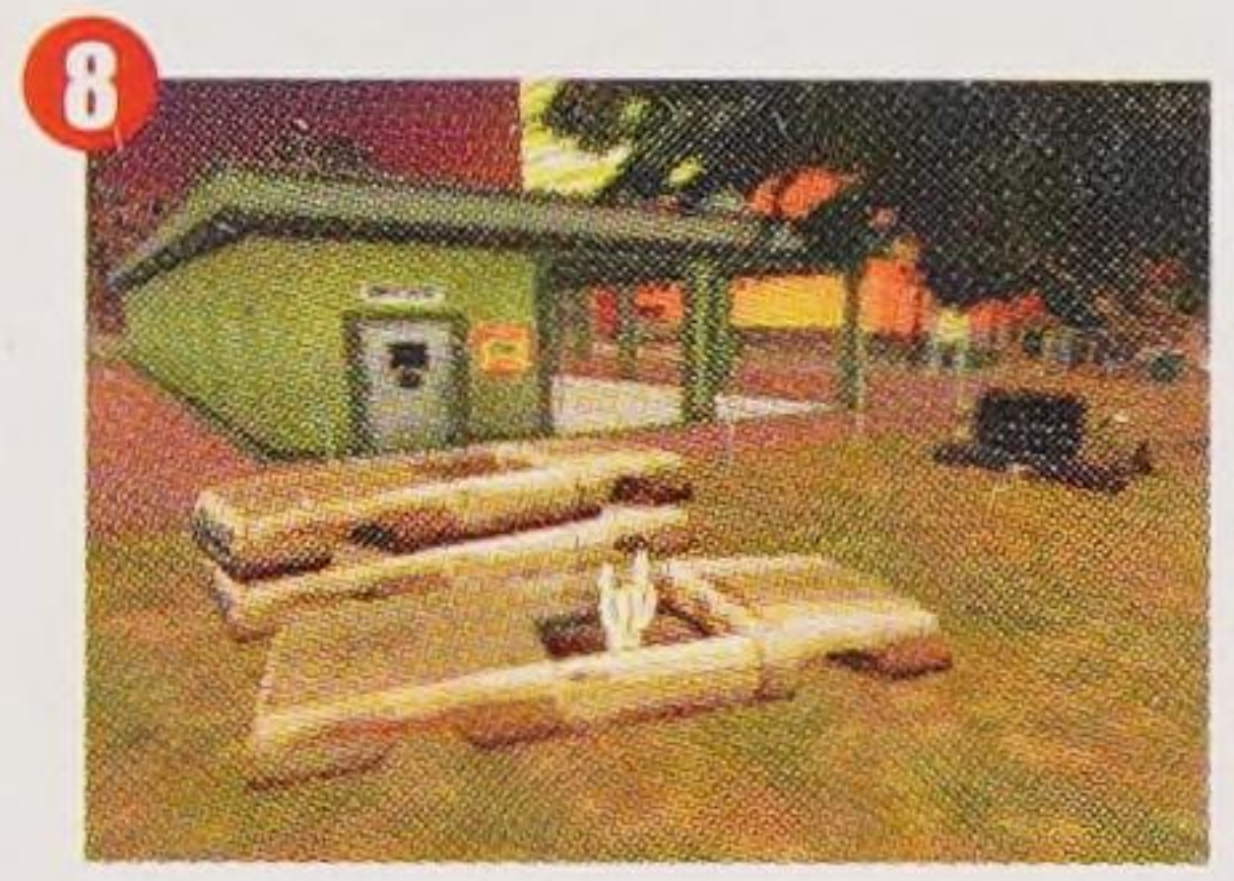
3

Harwood
On the shore between the large metal barricades. Use a boat to access this secluded beach area.

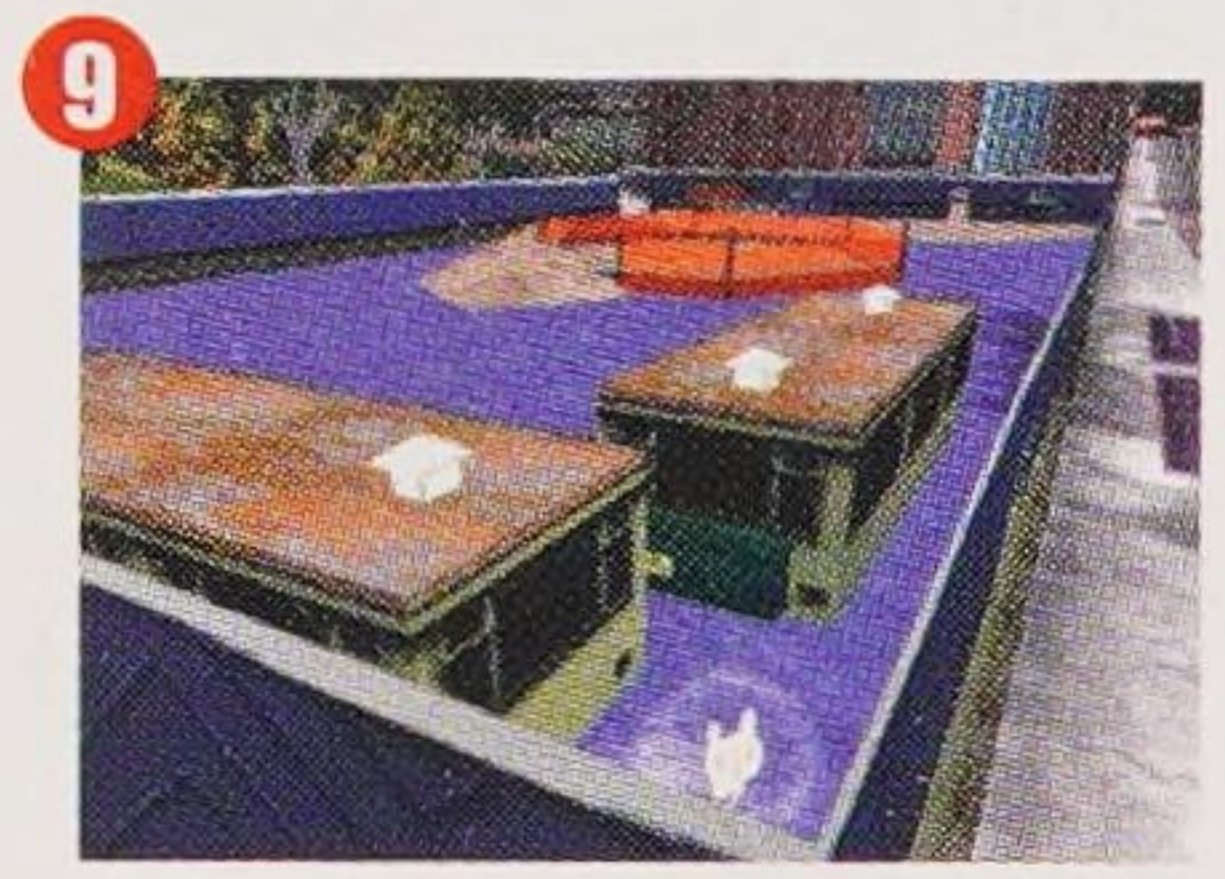
4

Harwood
In between the car crusher and its generator.

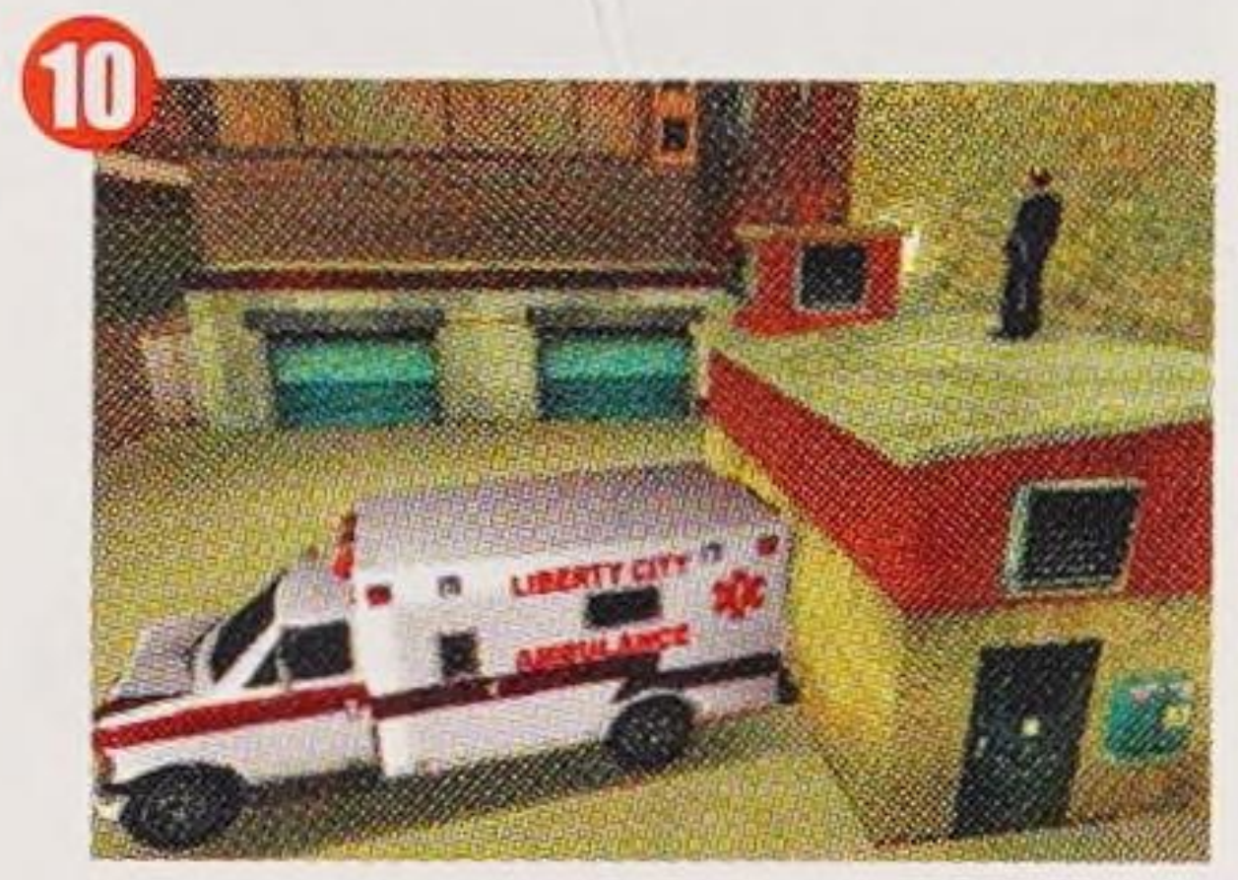
5

Harwood
Under the El Train track on the grass between dirt bike trails.

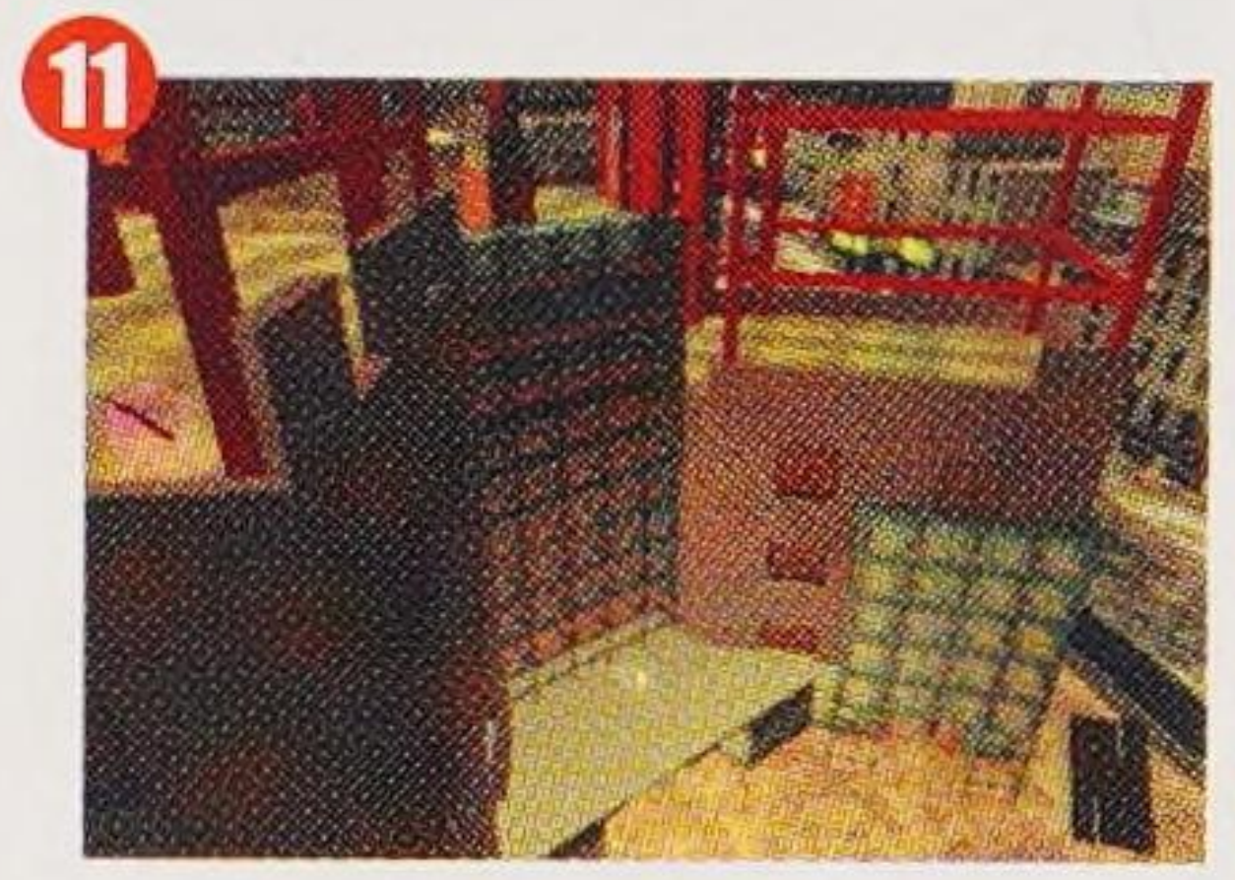
6

Portland Beach
On the grass near the shoreline where the grass and concrete boardwalk meet.

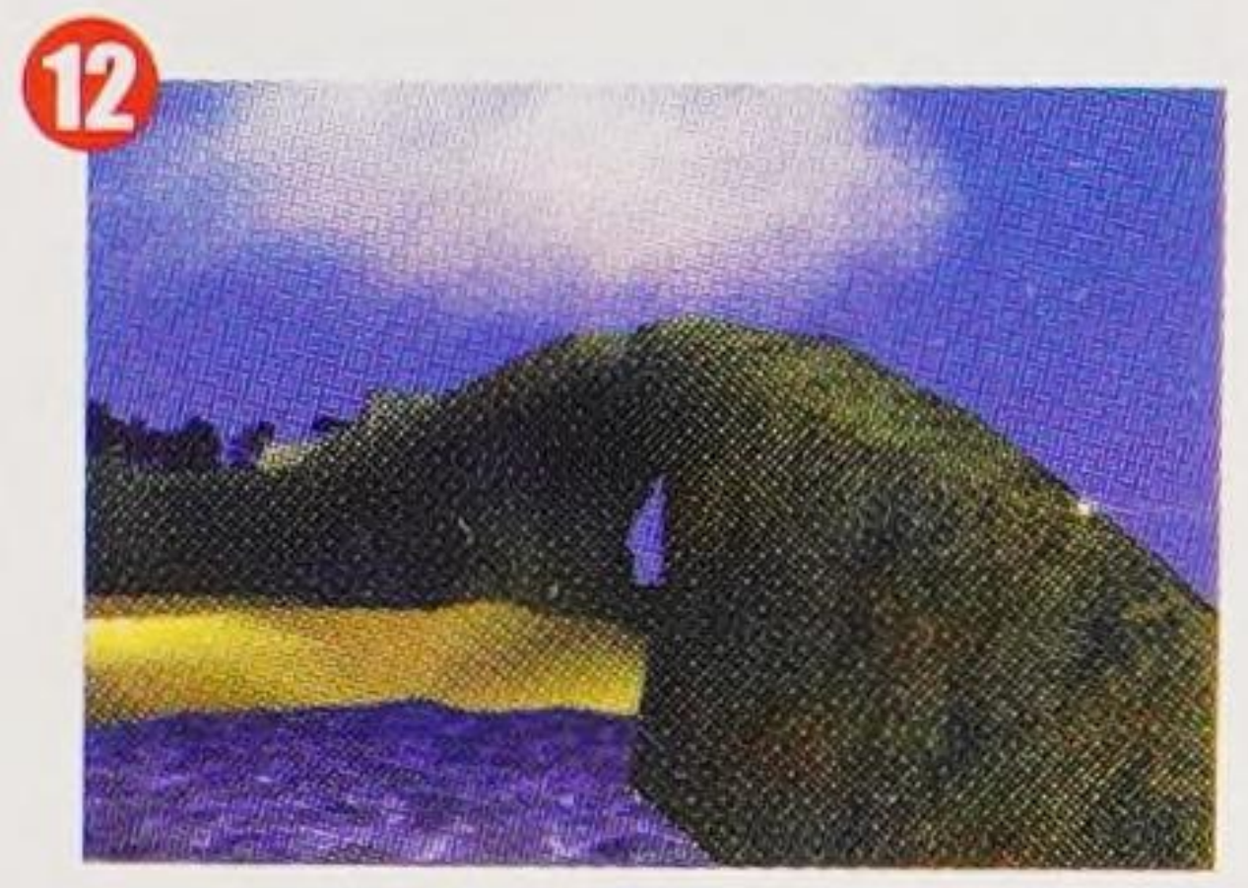
7

Harwood
On the rooftop of the AM gas pump shelter. While on a PCJ-600, face the gas station with your back tire touching the fence on the east side of the auto dealership. You should be near 8-Ball's abandoned bus and closest to the dealership's front northeast-corner window. Speed west out of the dealership lot, heading toward the shelter (you can see it over the short wall). Slam into the short wall and fly onto the shelter's rooftop.

8

Saint Mark's
In 8-Ball's backyard, inside the crushed car chassis, in the corner of the yard closest to the auto dealership.

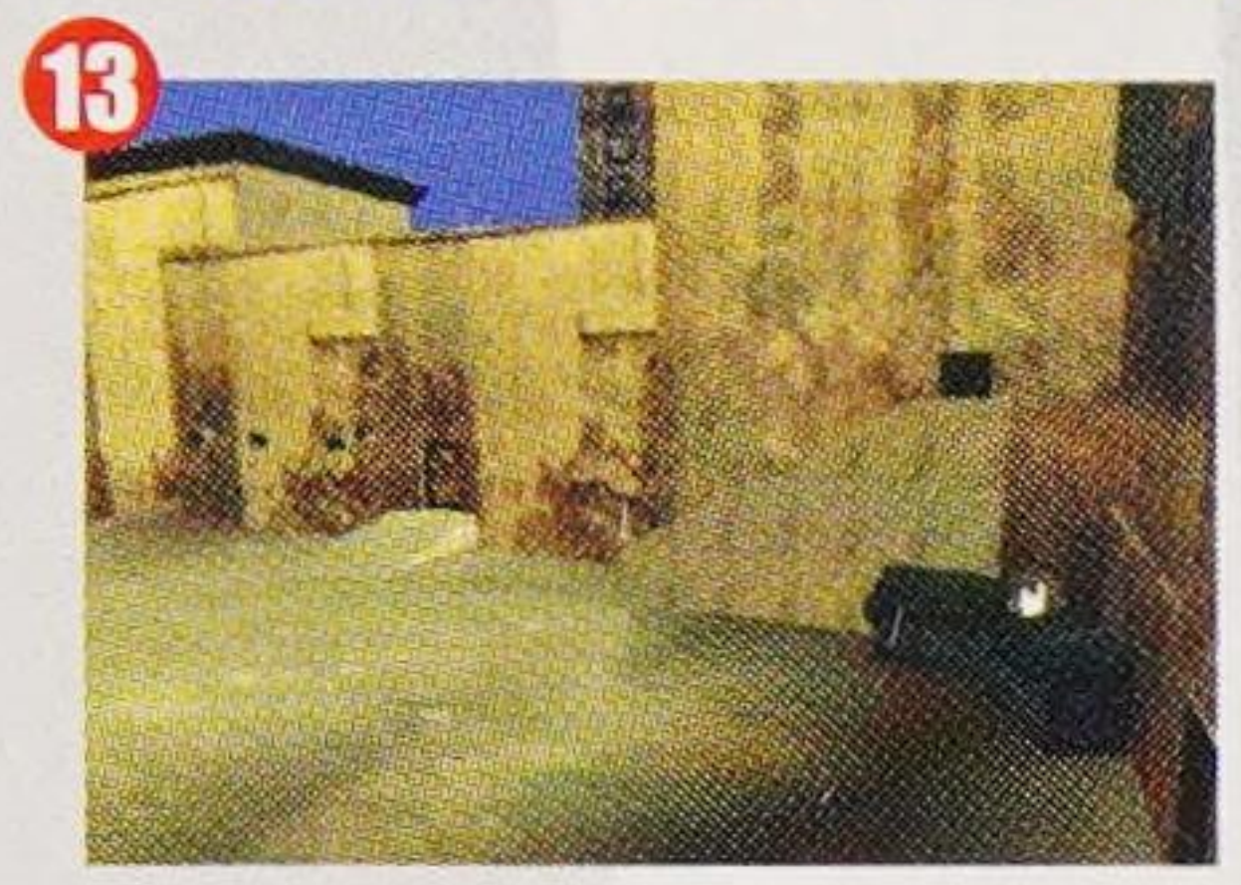
9

Hepburn Heights
Inside the construction yard, in the corner between mobile offices.

10

Saint Mark's
On the rooftop of the utility house in your safe house alley. Back an ambulance's rear bumper against the structure. Jump up on the ambulance from the hood and run and jump along the top to the roof of the small utility house.

11

Hepburn Heights
After "Blow Up Dolls," perform a successful Unique Stunt Jump (14) off the rubble of the destroyed Dolls House, which sends you over the El Train track and dumps you on the rooftop of the construction building. Walk past the stairwell to the next wing. Walk off the floor, through the opening between the blue scaffold and the half-wall, to drop down onto the overhang below where the package is located.

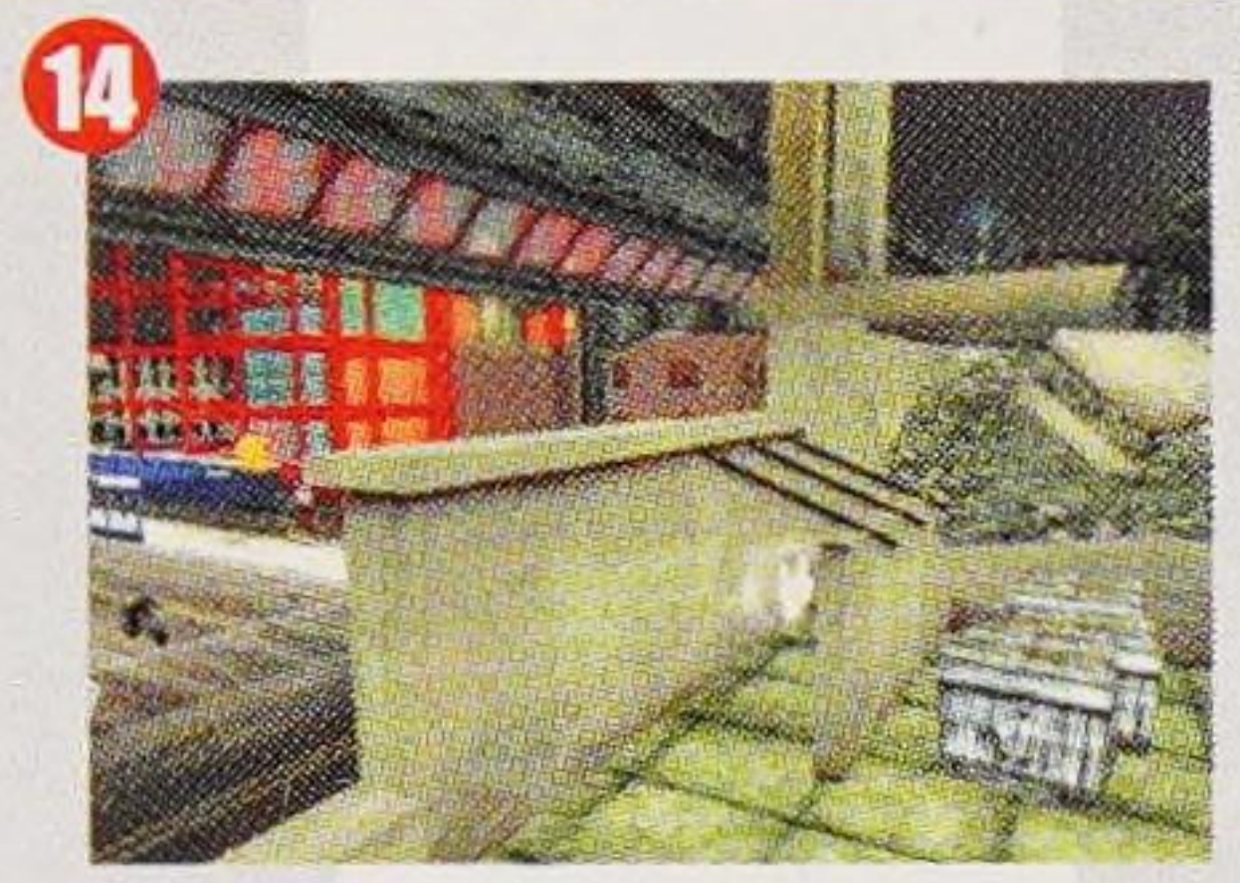
12

Portland Beach
On the top, far end of the tremendous rock arch that's accessible from Salvatore's yard.

13



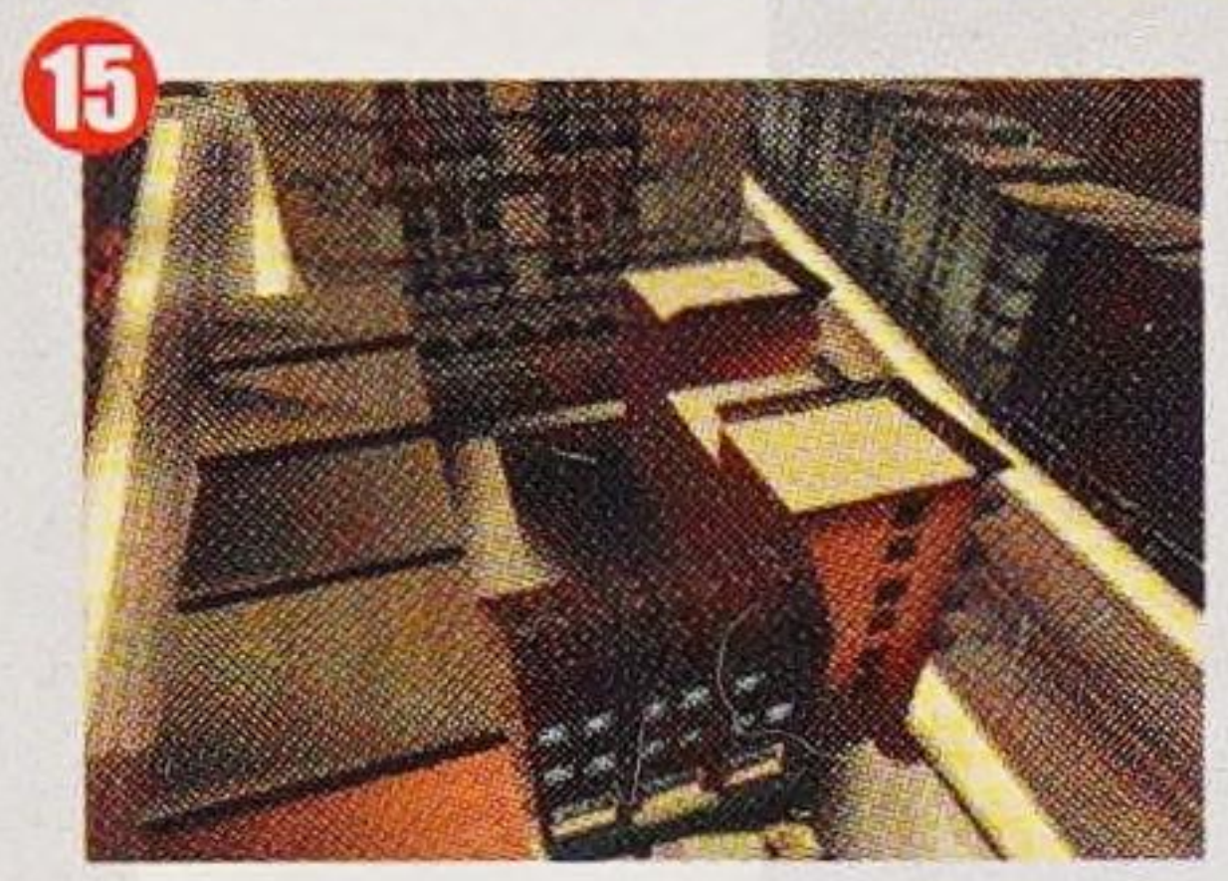
Red Light District
Behind the dumpsters in the Grand Theft Auto 3 safe house alley.

14



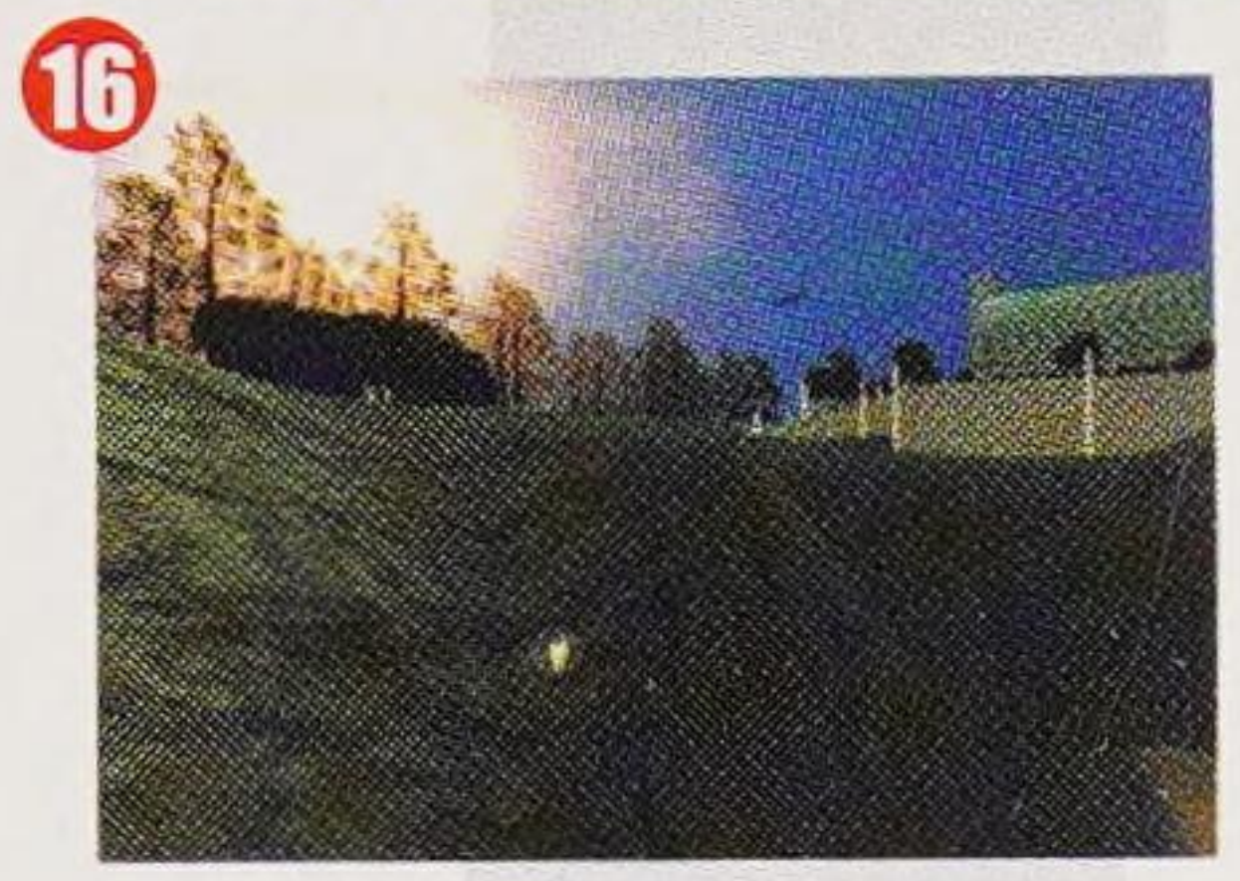
Hepburn Heights
Available after "Blow up Dolls." Inside the wreckage of the destroyed Dolls House.

15



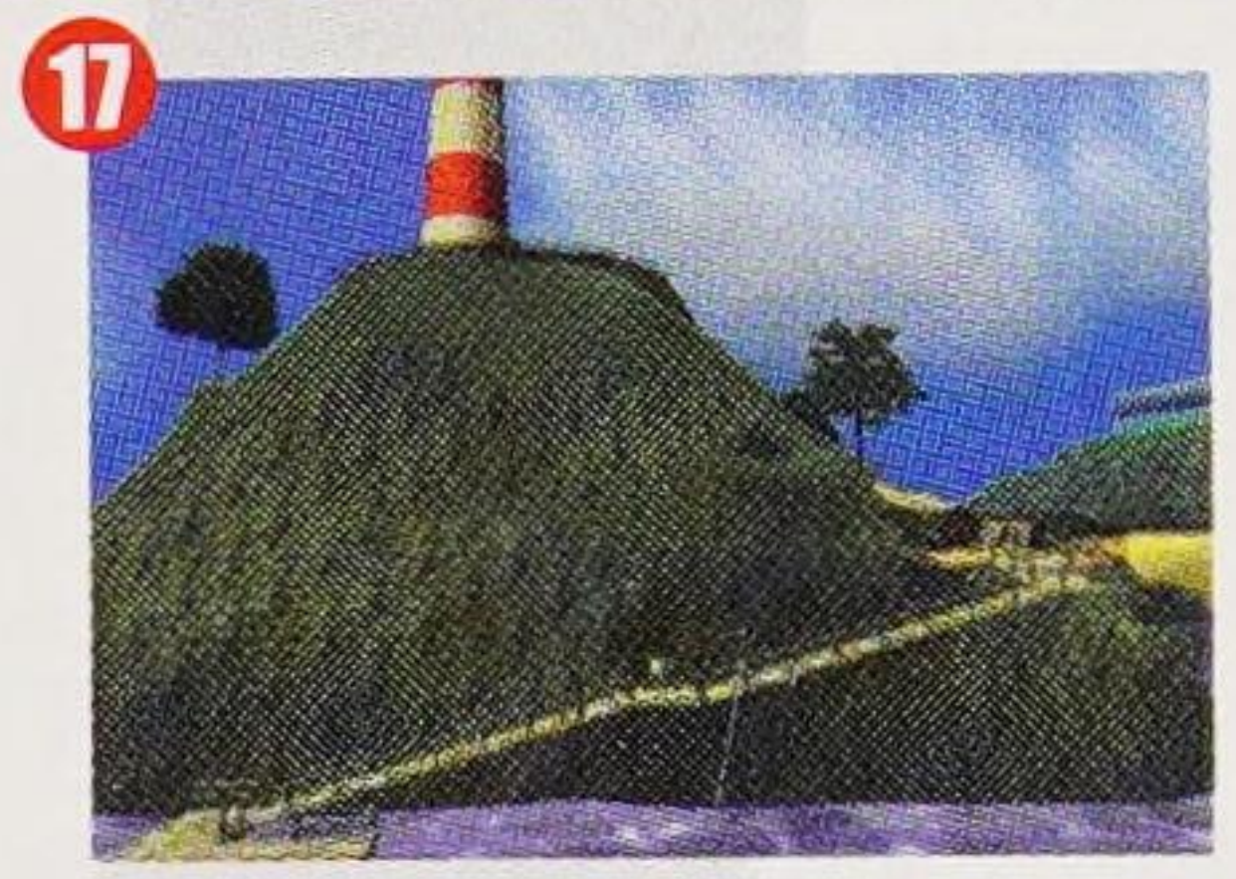
Saint Mark's
In a large isolated alley behind Ma Cipriani's. Accessible using parking lot ramps and their connecting ledges.

16



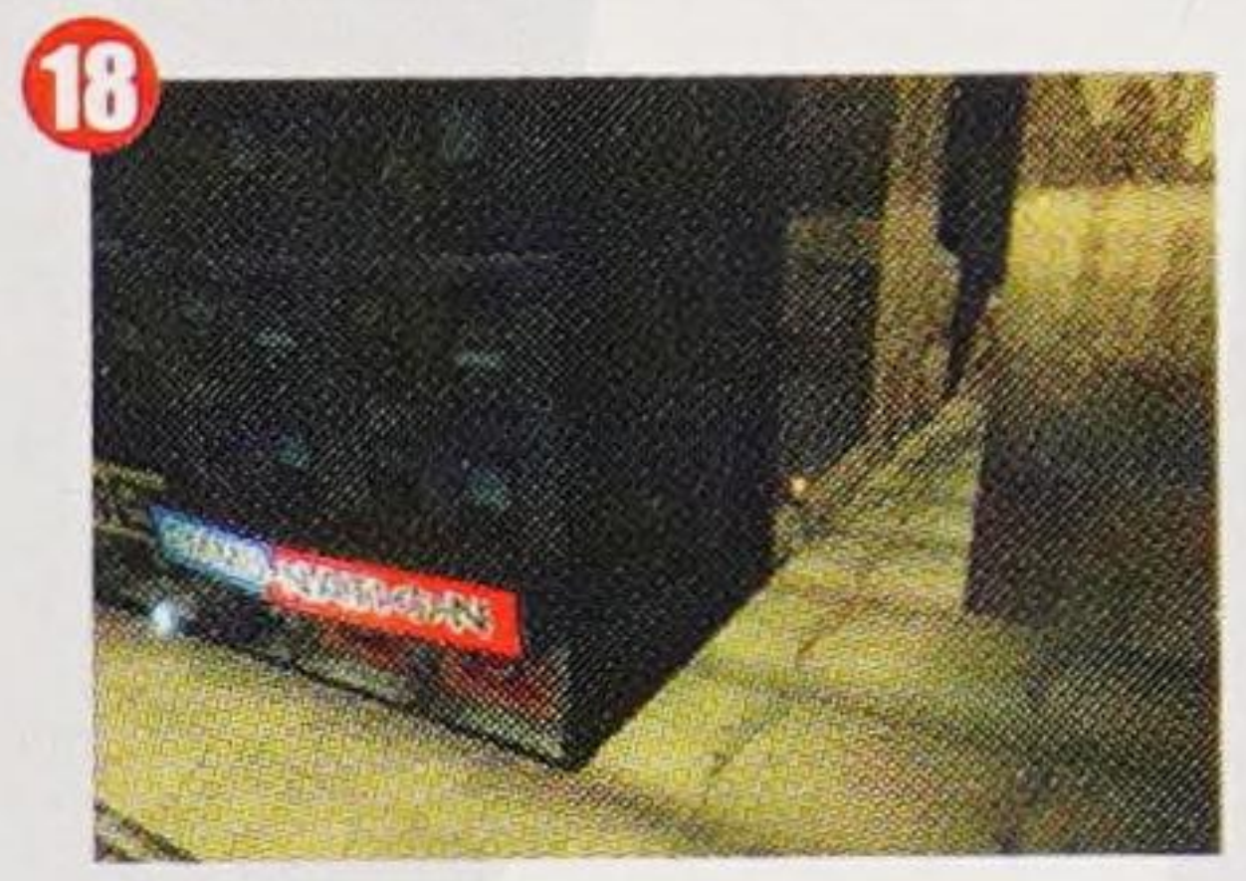
Portland Beach
On the edge of the cliff precipice overlooking the beach just south of Salvatore's mansion.

17



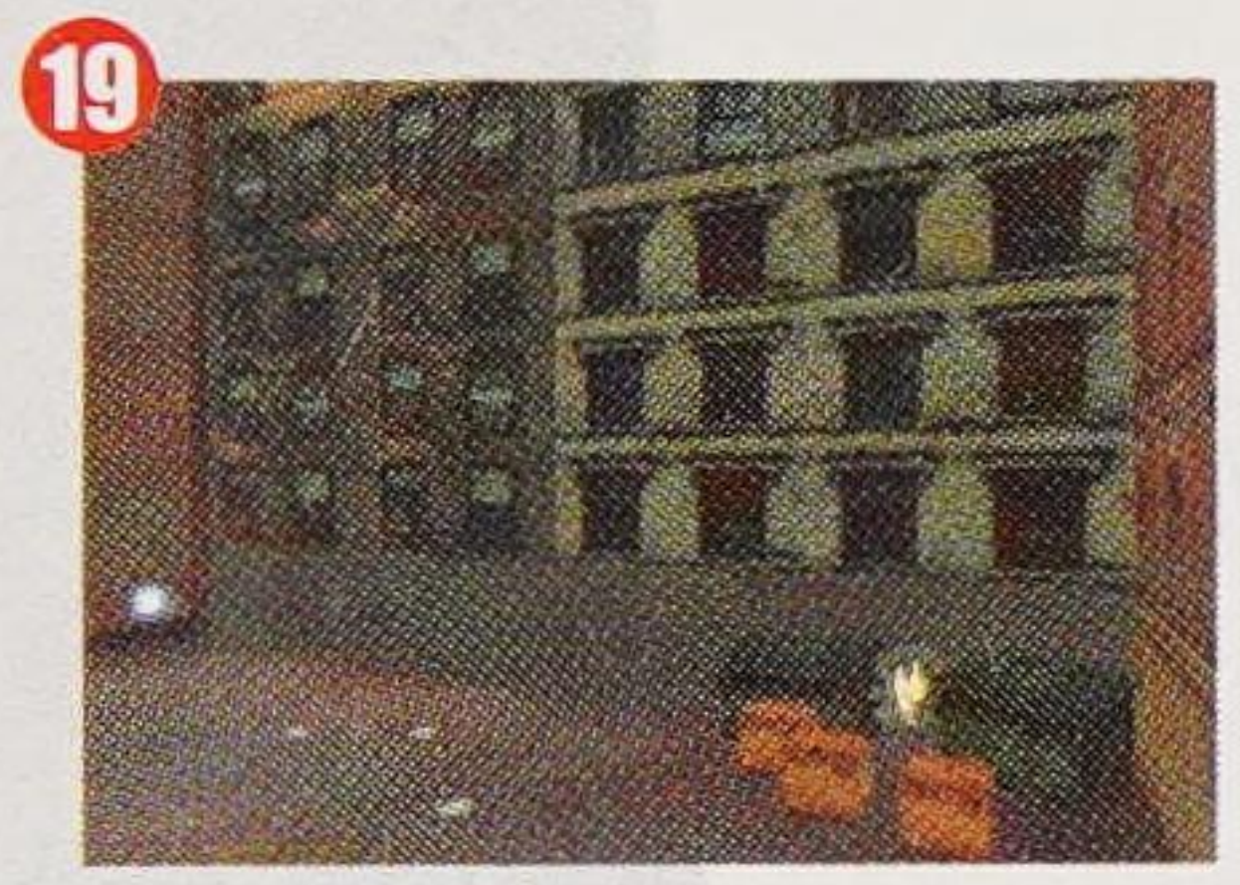
Portland Beach
On the first tier of the lighthouse island's walkway. Use a boat to reach the island's dock.

18



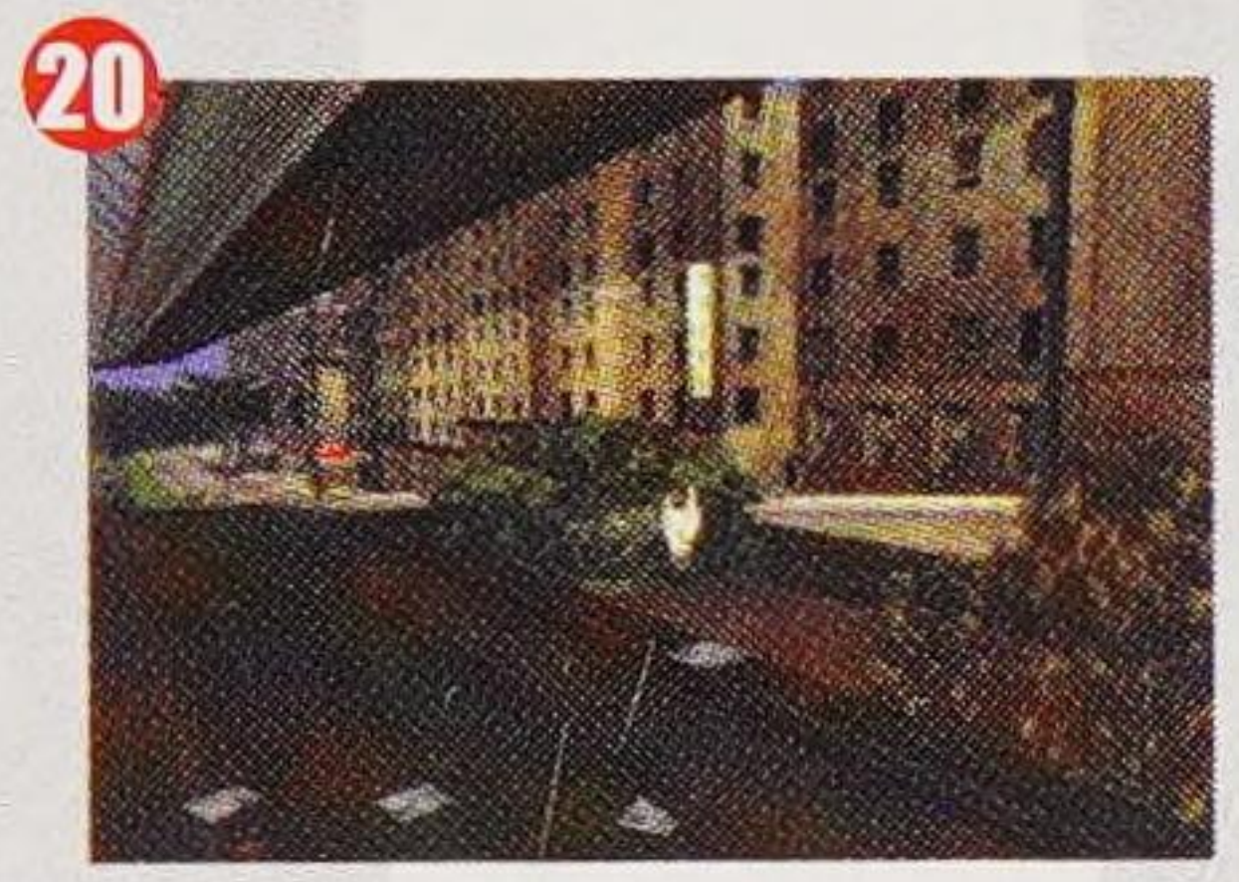
Saint Mark's
In the lot behind Ammu-Nation.

19



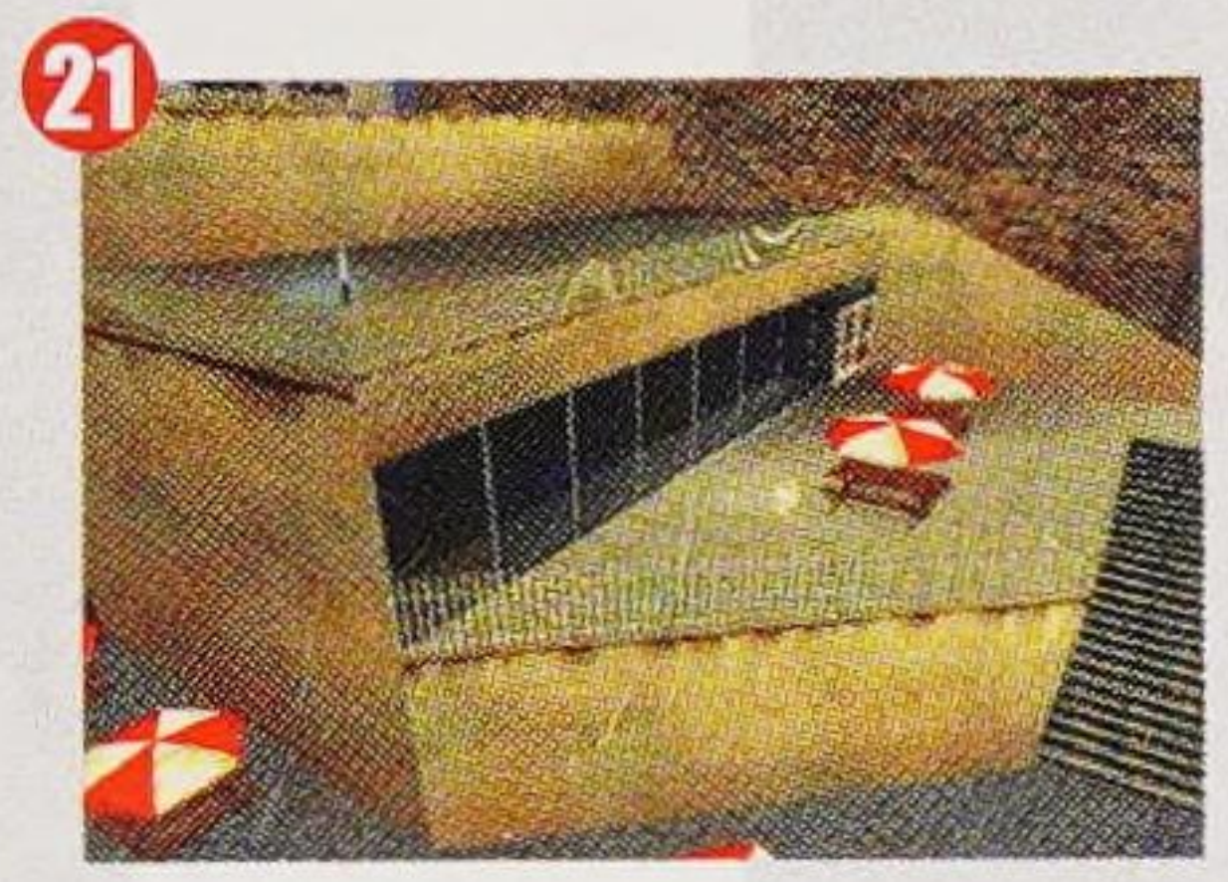
Saint Mark's
Between dumpsters in a wide alley.

20



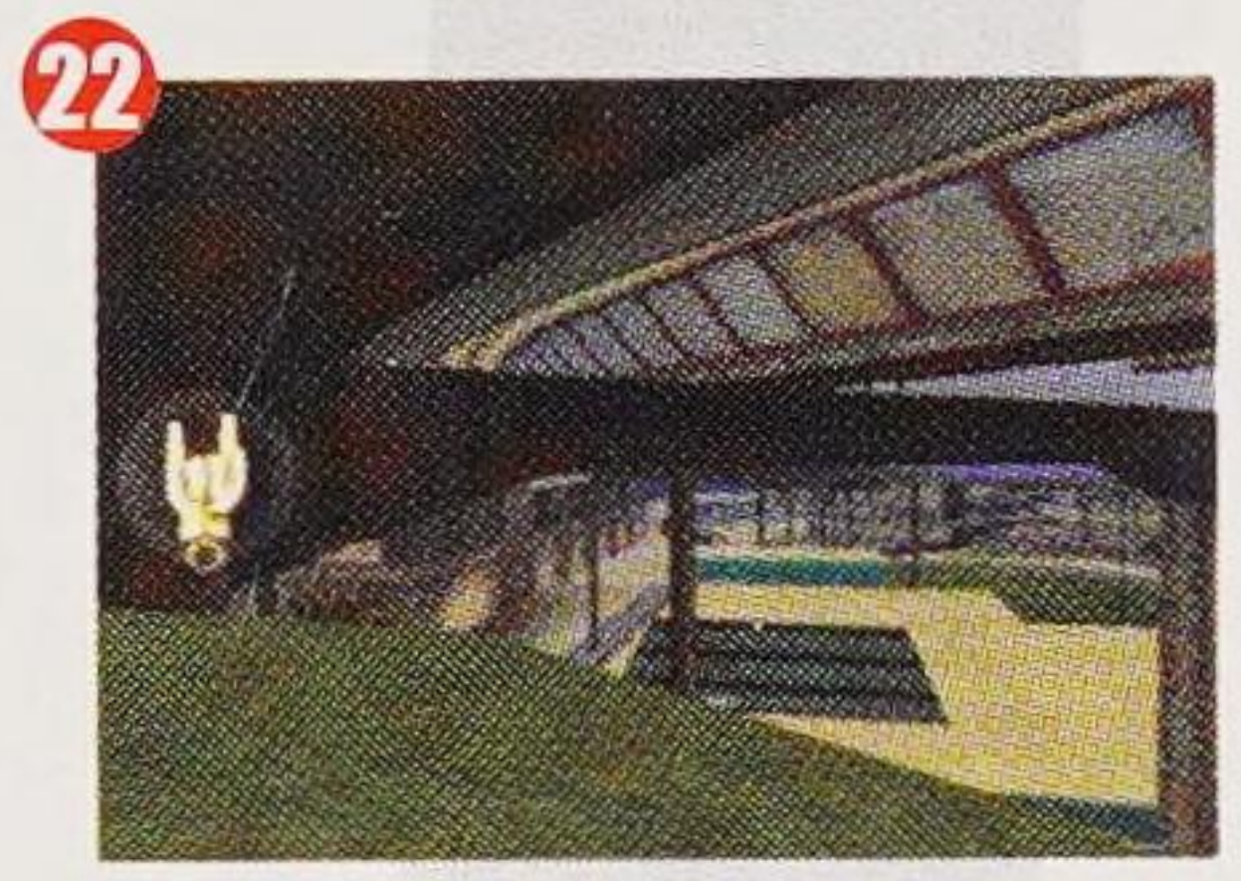
Red Light District
In a road median planter below the El Train track.

21



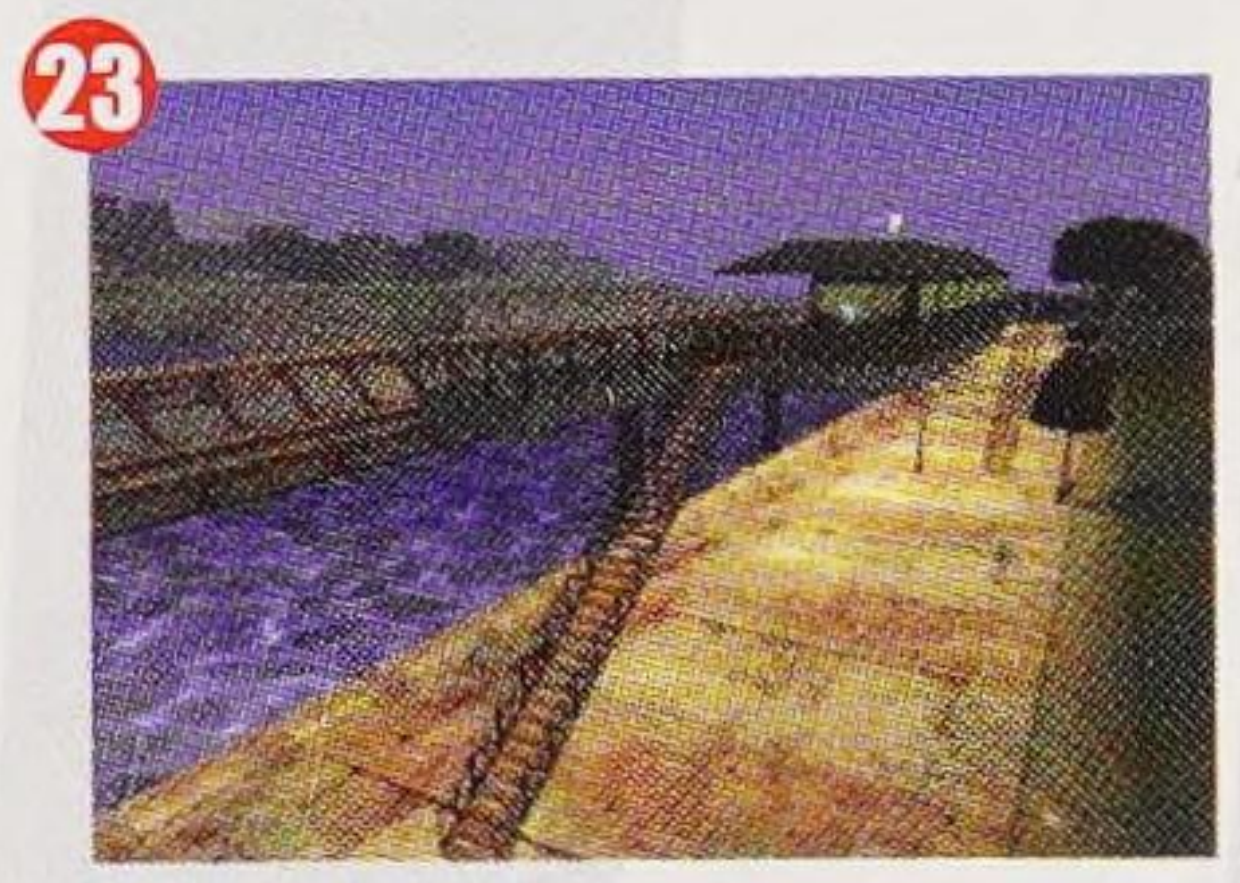
Saint Mark's
On the middle tier patio of Marco's Bistro.

22



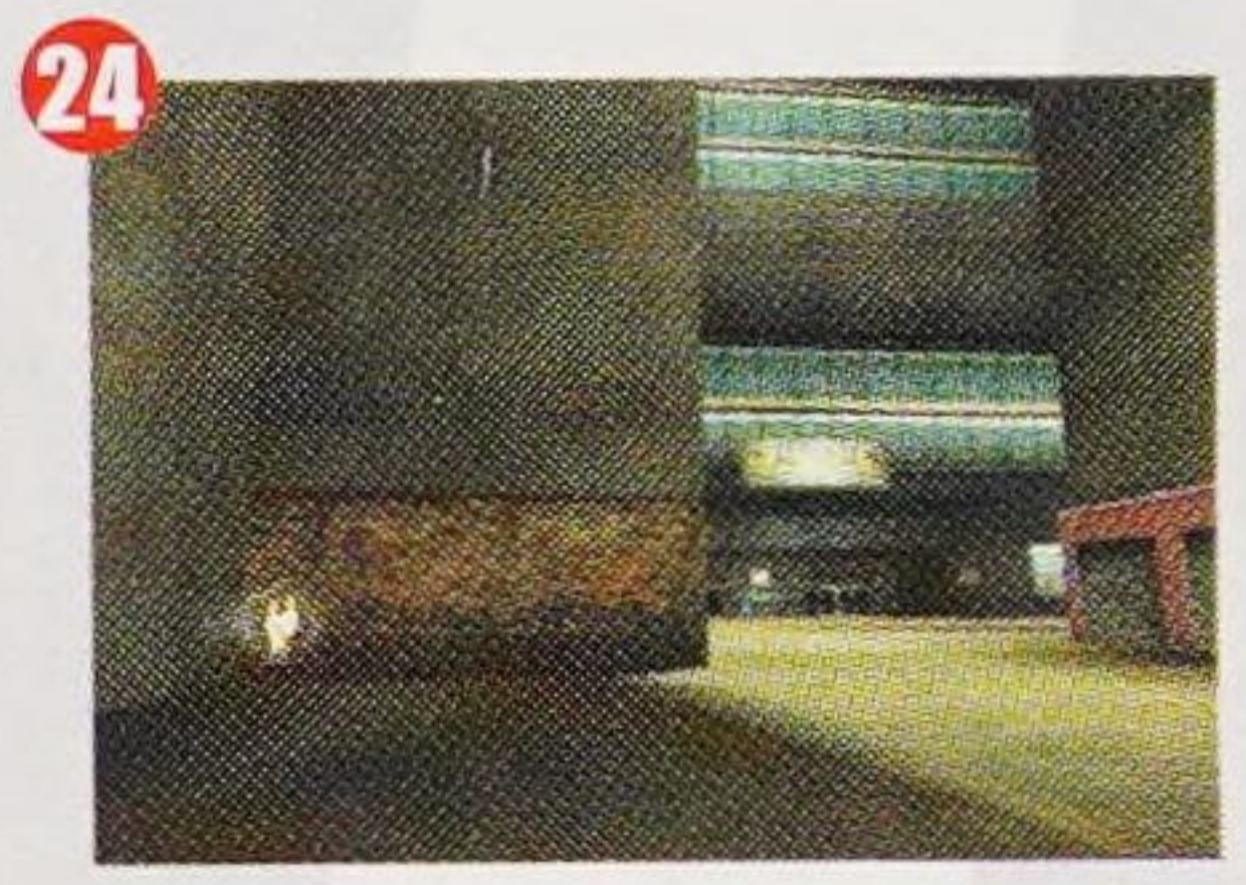
Portland View
East of the hillside sidewalk leading to the El Train platform. It's under the platform on the grass in a small, tight corner near the

23



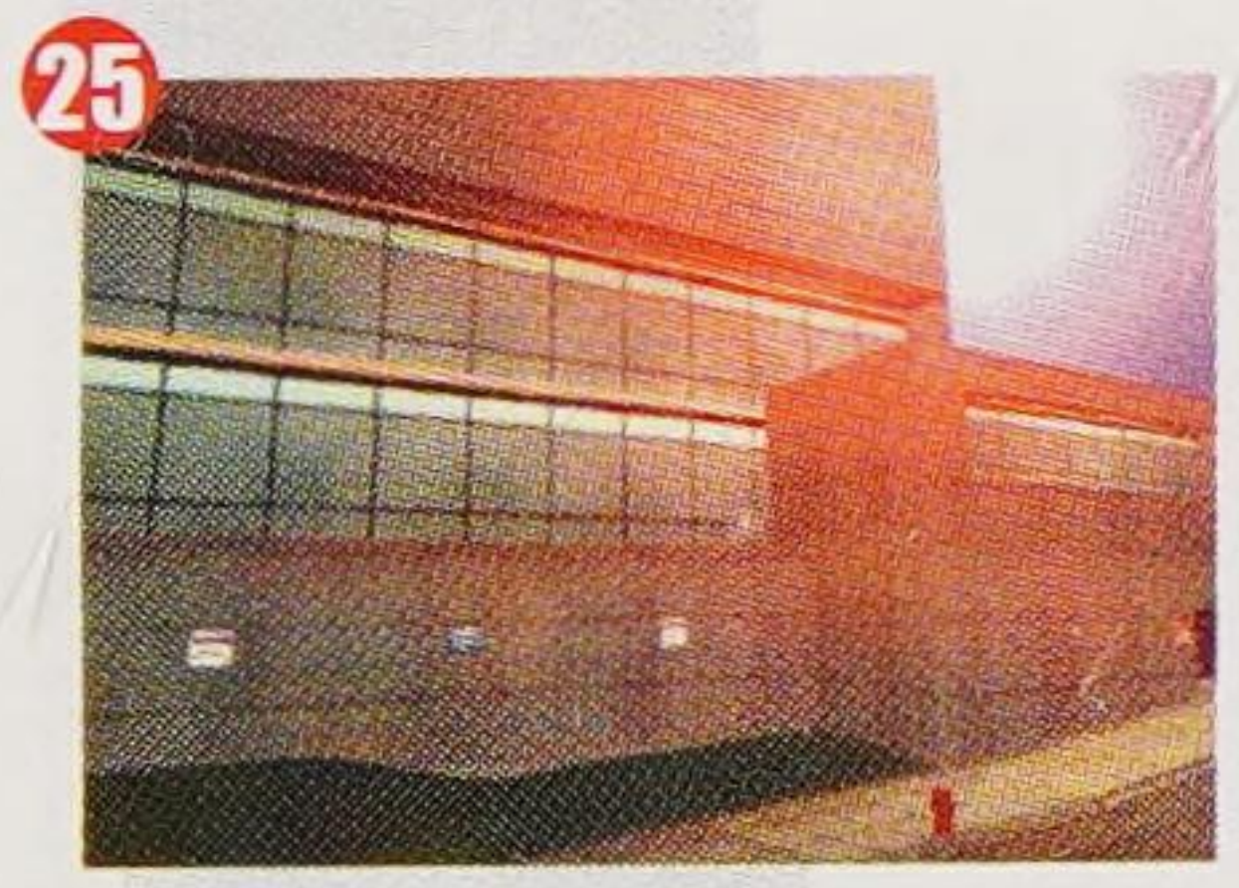
Chinatown
On the El Train station's rooftop. Using a bike, jump the stairs and land on the rooftop.

24



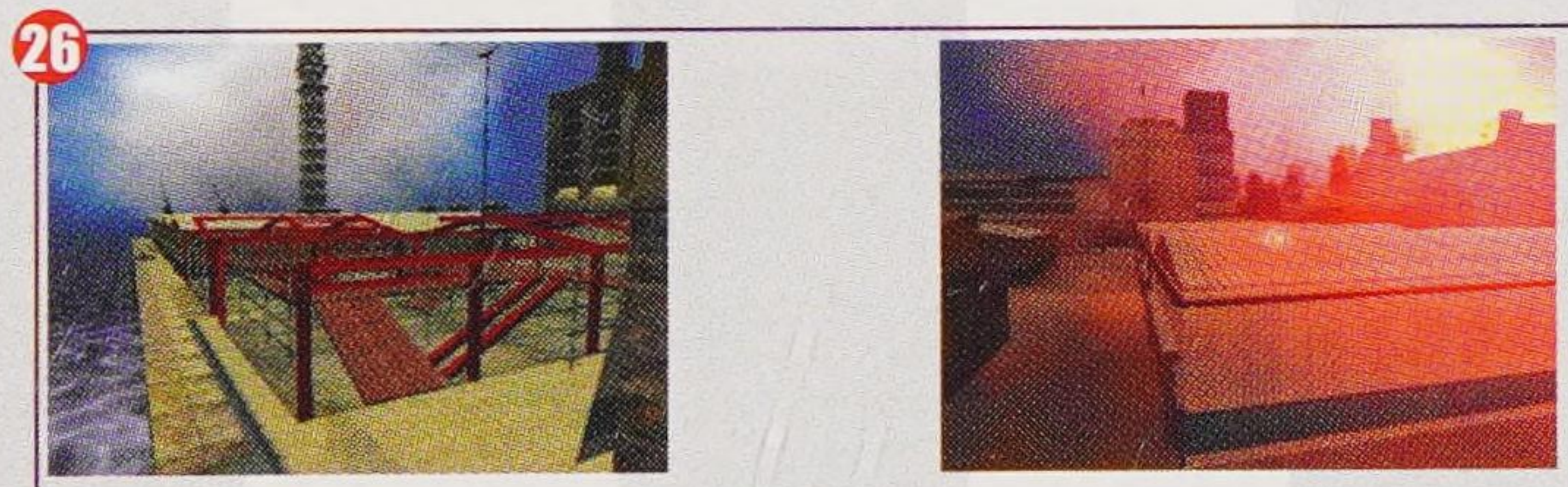
Portland View
In an alley across the street from the Hospital.

25



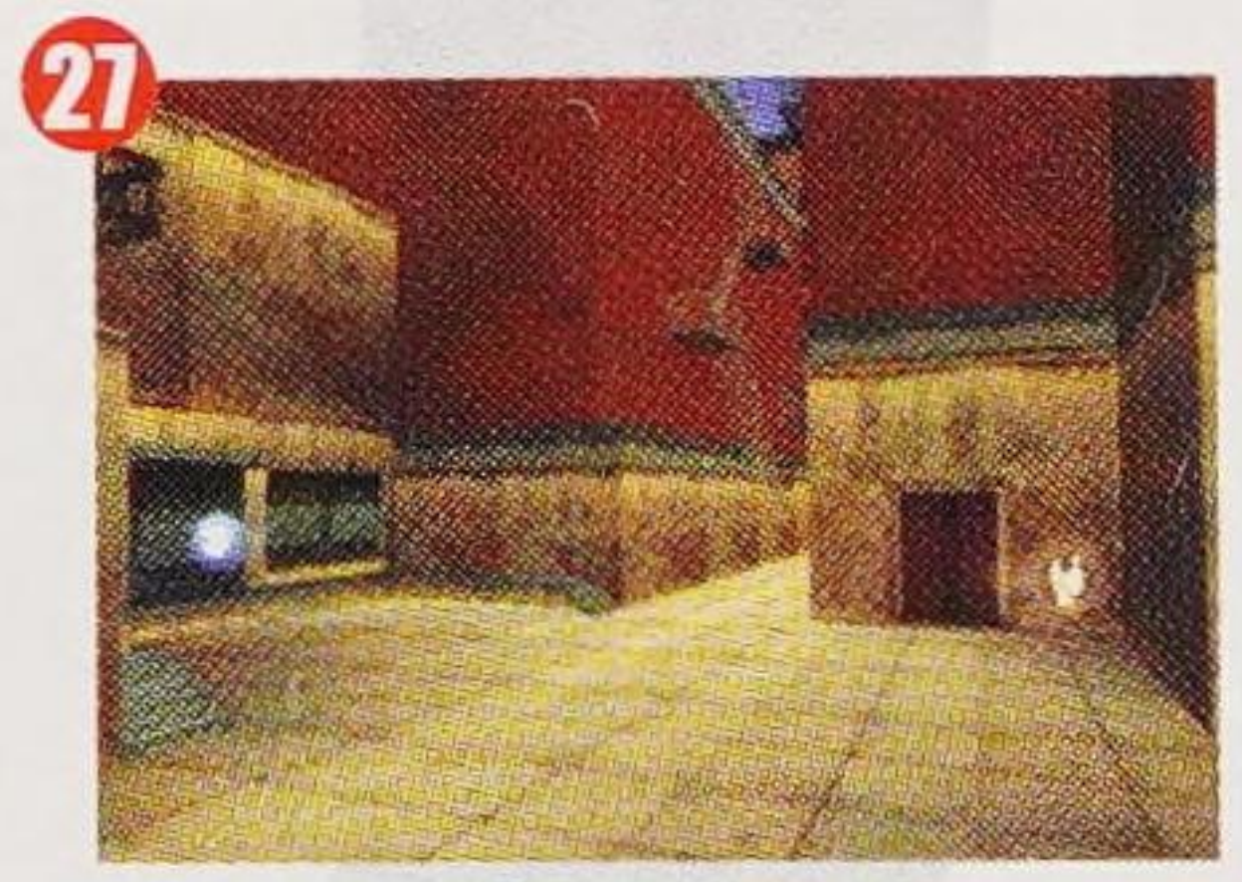
Portland View
On the east (back) ledge of the Hospital. Follow the ledge to the end.

26



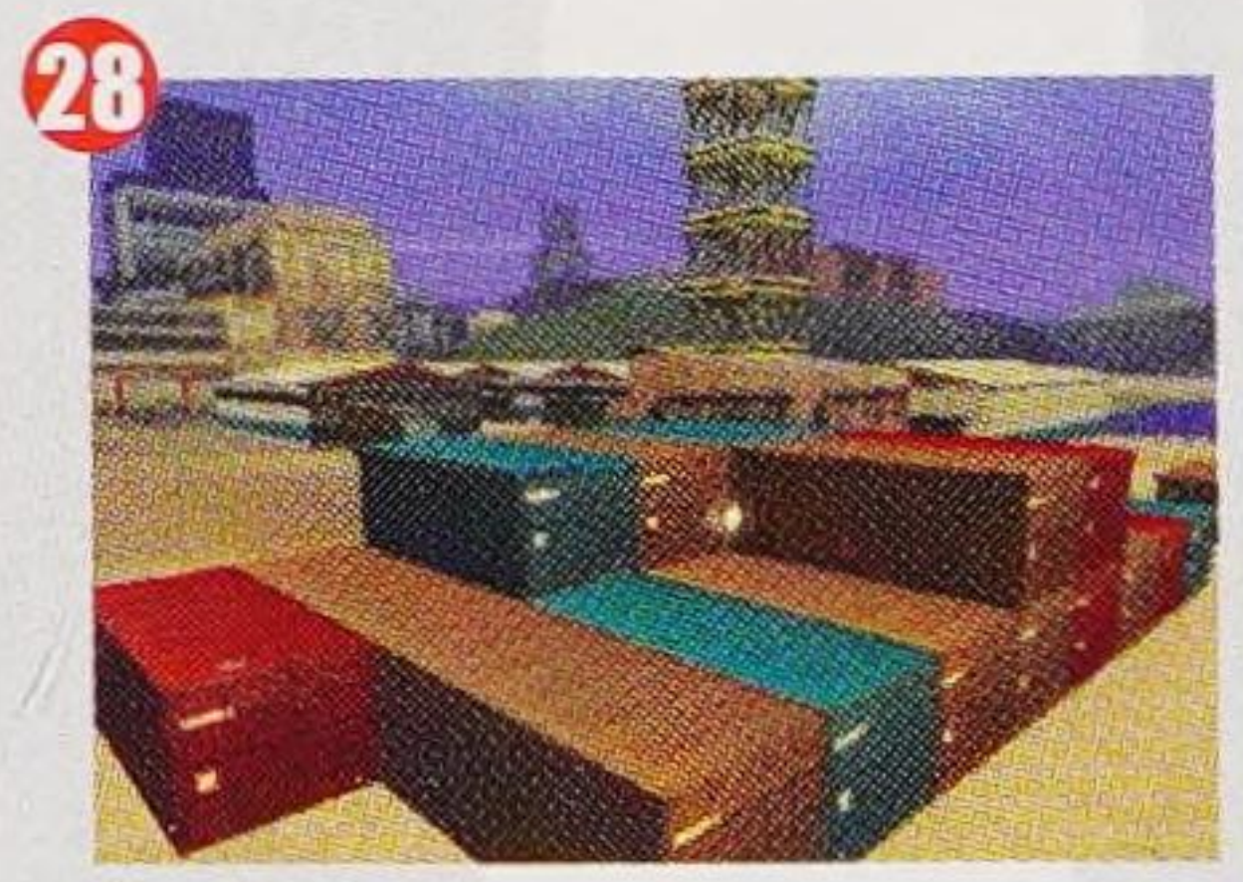
Portland Harbor
On the rooftop of easternmost warehouse. Use a PCJ-600 to jump the wooden ramp to the west to get on the closest rooftop. On foot, jump from rooftop to rooftop to reach it.

27



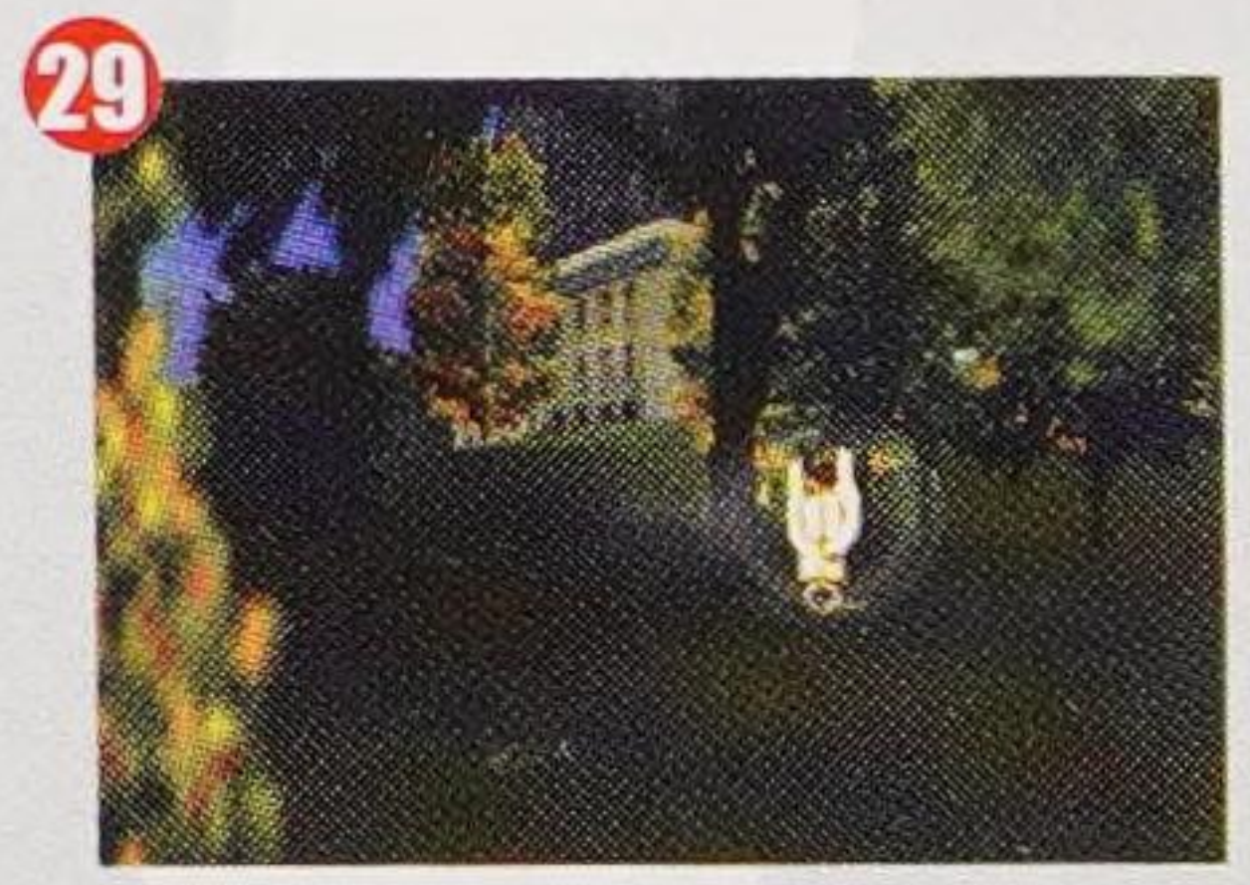
Chinatown
In a corner of the large alley with three access points.

28



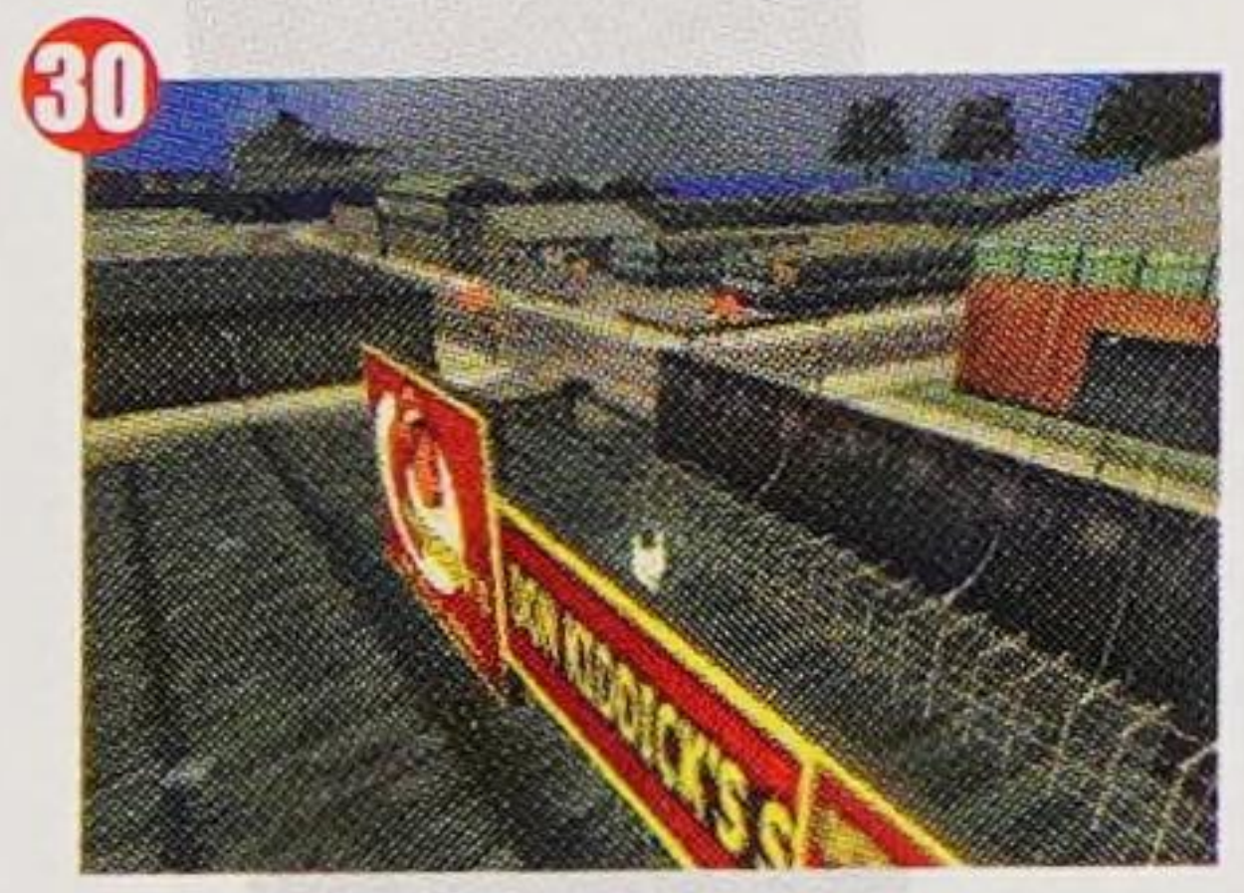
Portland Harbor
On the shipping containers. Park a truck or ambulance next to containers. Jump on the truck, then onto the first level of containers.

29



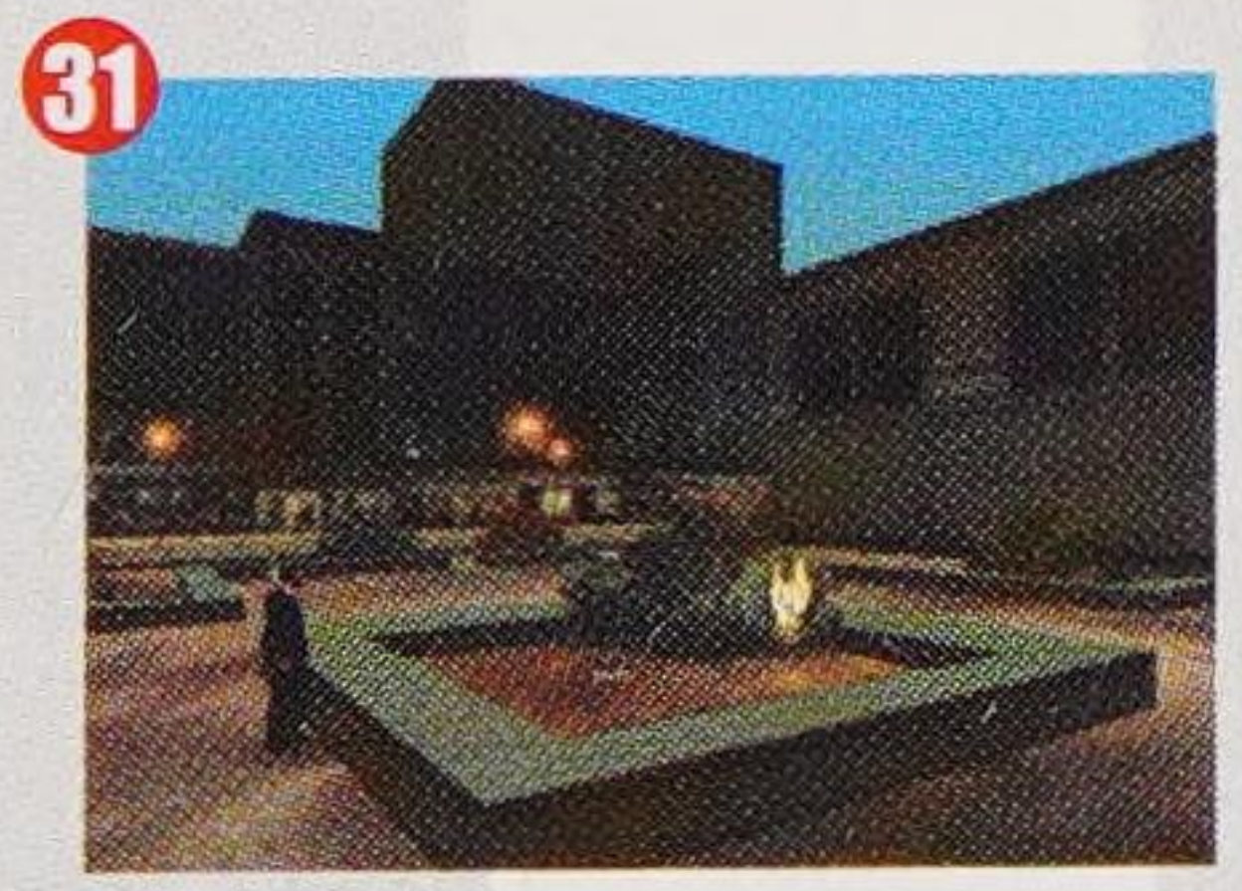
Portland View
On the grass of the wooded area south of the police department.

30



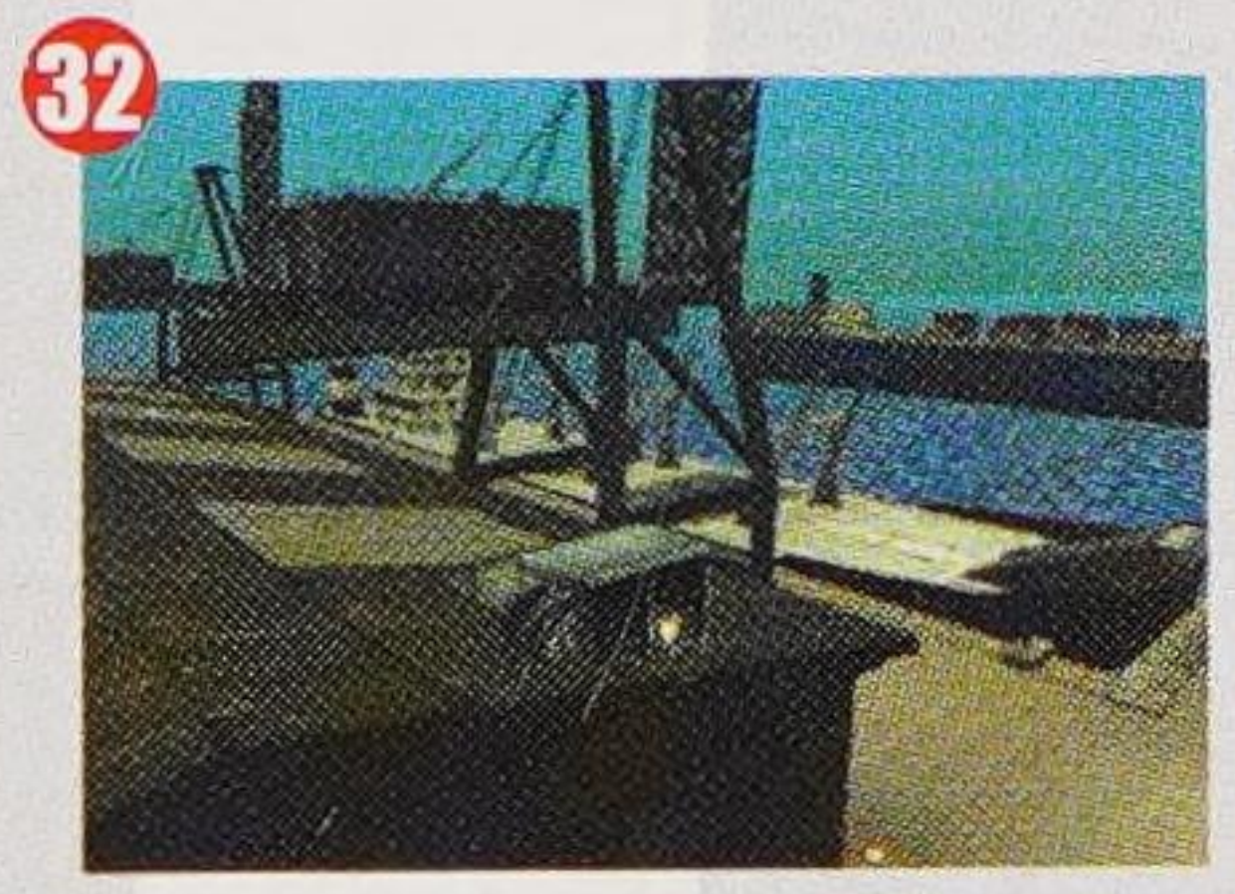
Trenton
On top of what "will be" the Bitch'n Dog Food Factory (in Grand Theft Auto 3), but is now Don Kiddick's Sausage Factory. Jump from the EL Train track to its rooftop.

31



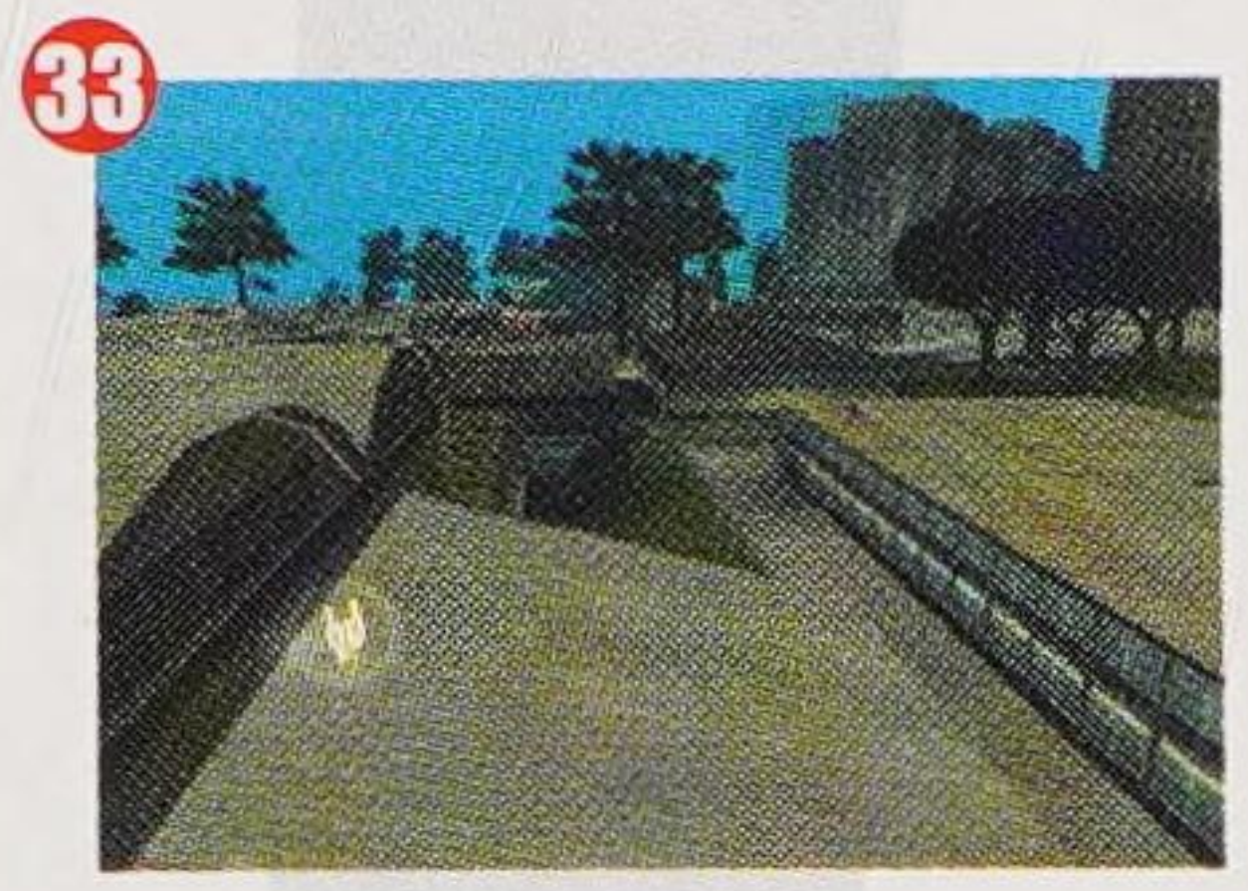
Chinatown
In the parking lot planter where the Grand Theft Auto 3 policemen's ball was held.

32



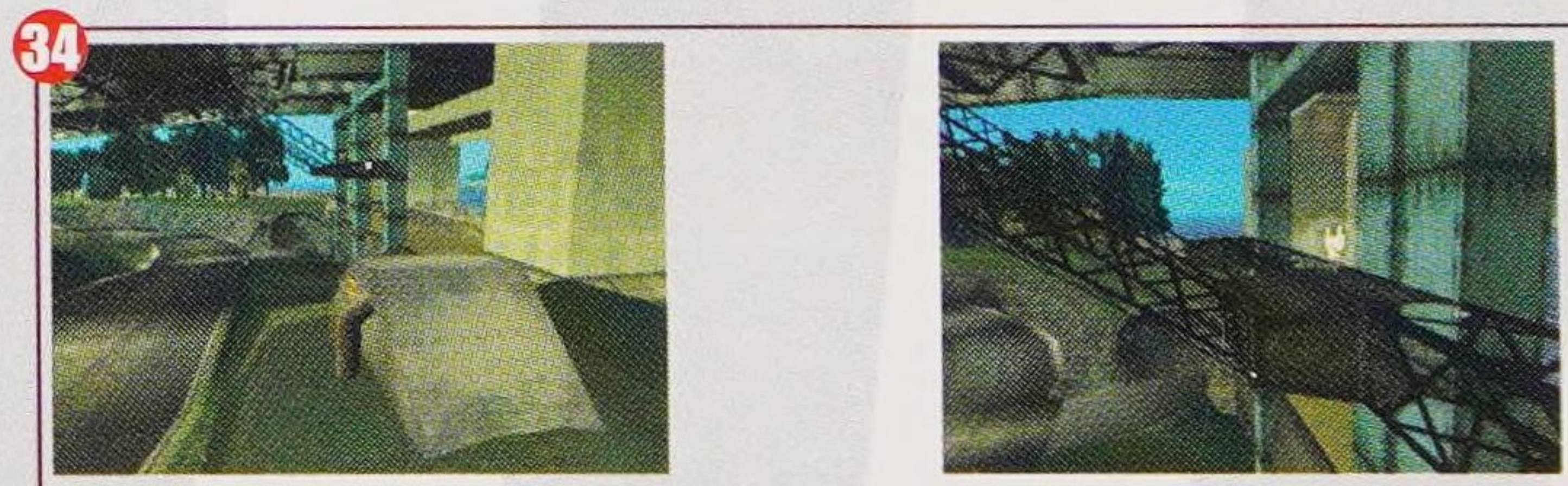
Portland Harbor
At the edge of the roof, behind the vent of the large warehouse. Use the stairs on the opposite end, facing the tanker, to access the roof.

33



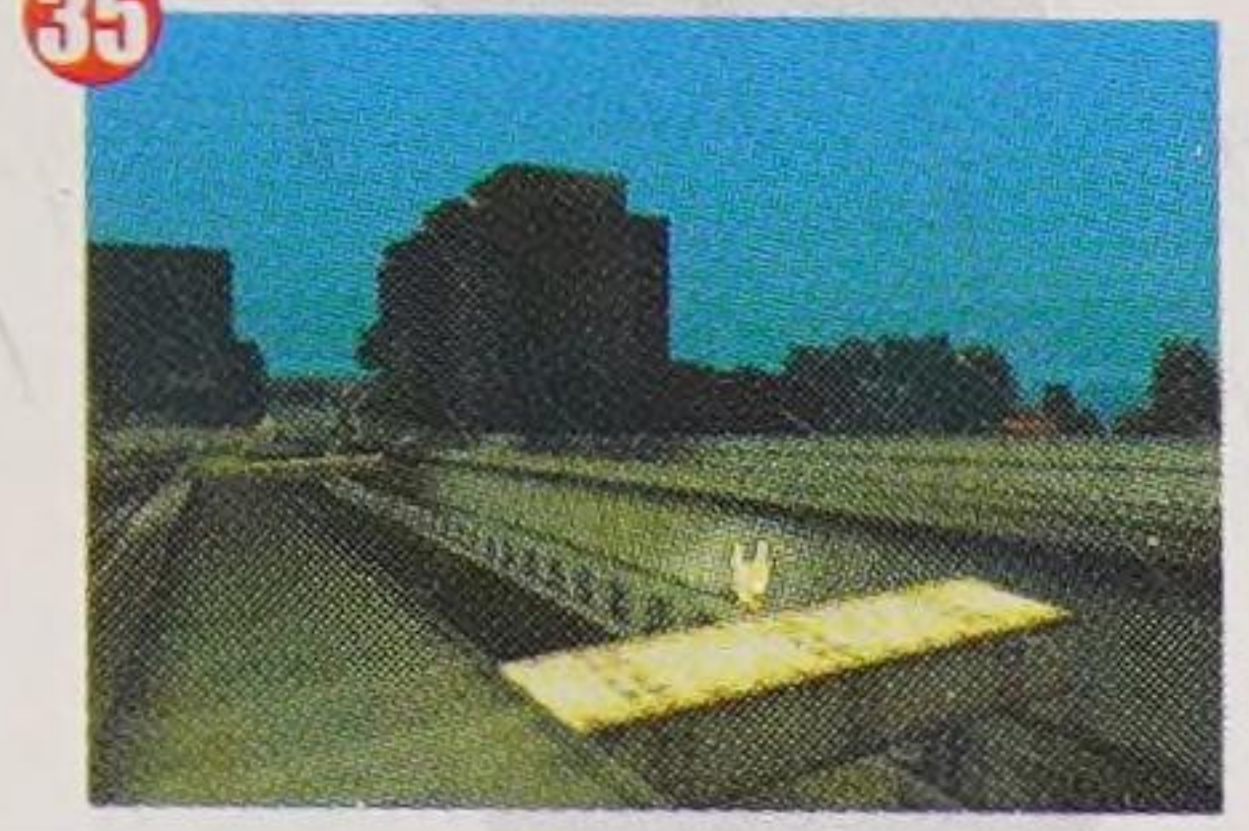
Trenton
On top of the building adjacent to the AM Petroleum building. Use the ramp immediately to the south and between the buildings to jump the fence and land on the rooftop. On foot, jump from the AM rooftop to the package on the tin rooftop.

34



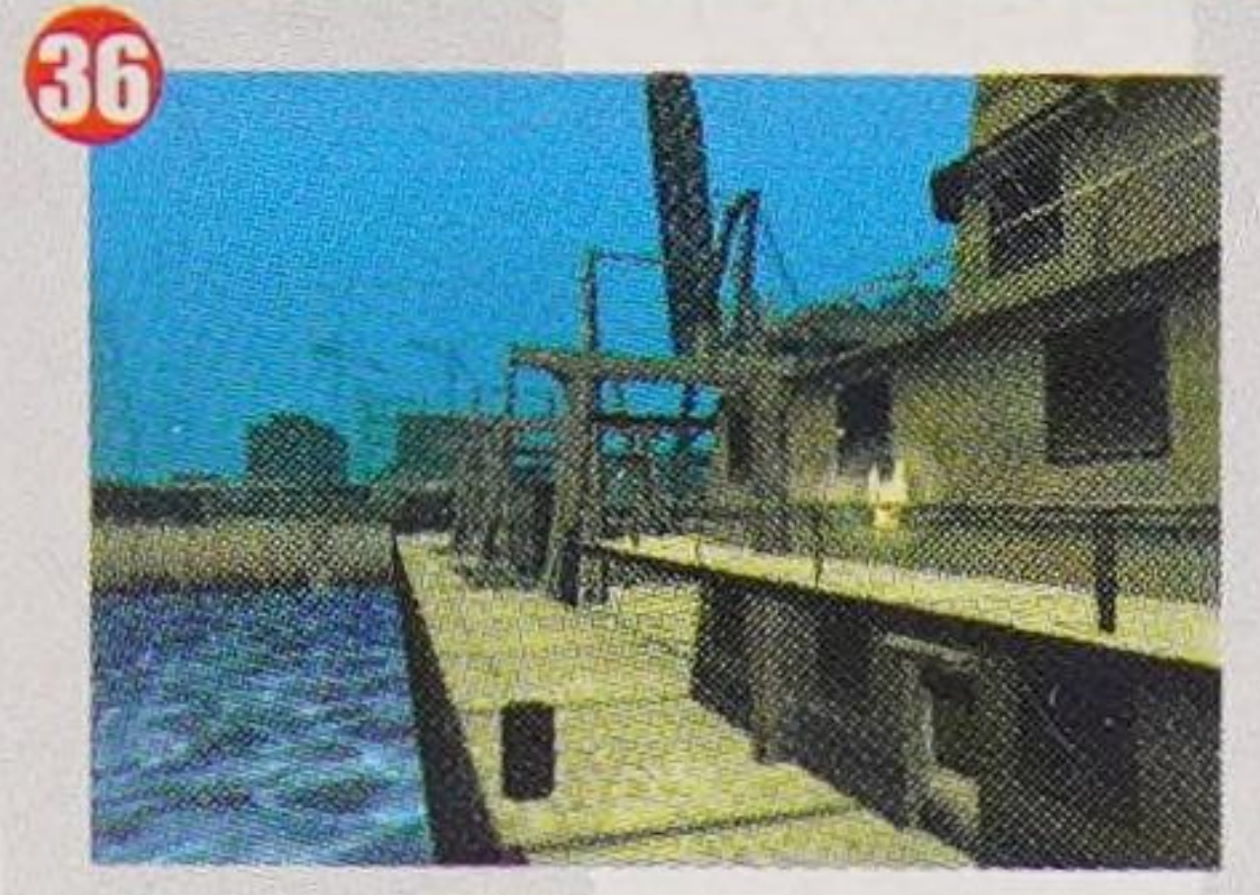
Portland
Use a PCJ-600 and the cement ramp just below and north of the bridge to jump and land on middle, gray ledge on the bridge's blue support columns. Walk across the struts to reach the package on the middle ledge.

35



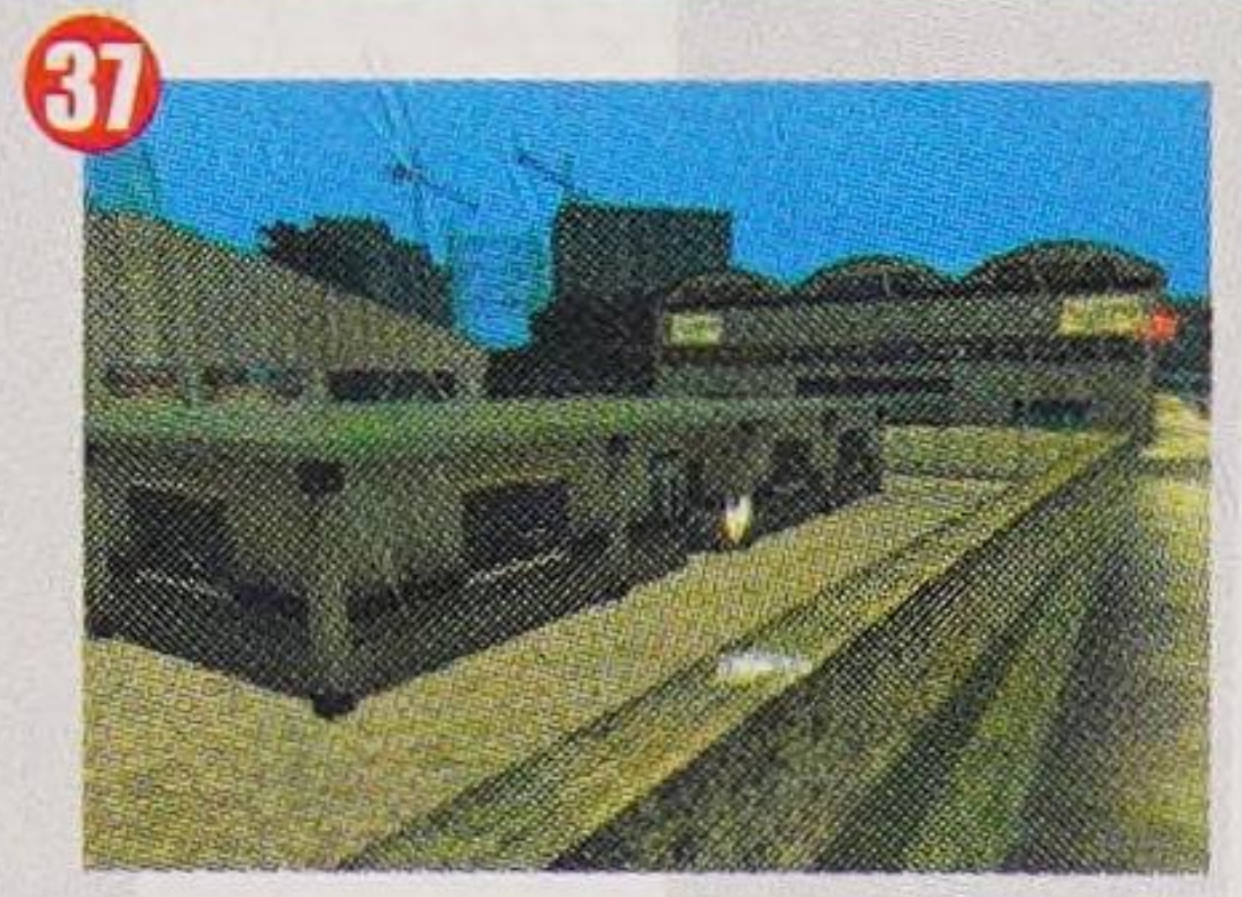
Portland
On the middle cross support beam, between roads on the Callahan Bridge. Walk off the inner edge of the bridge to reach it.

36



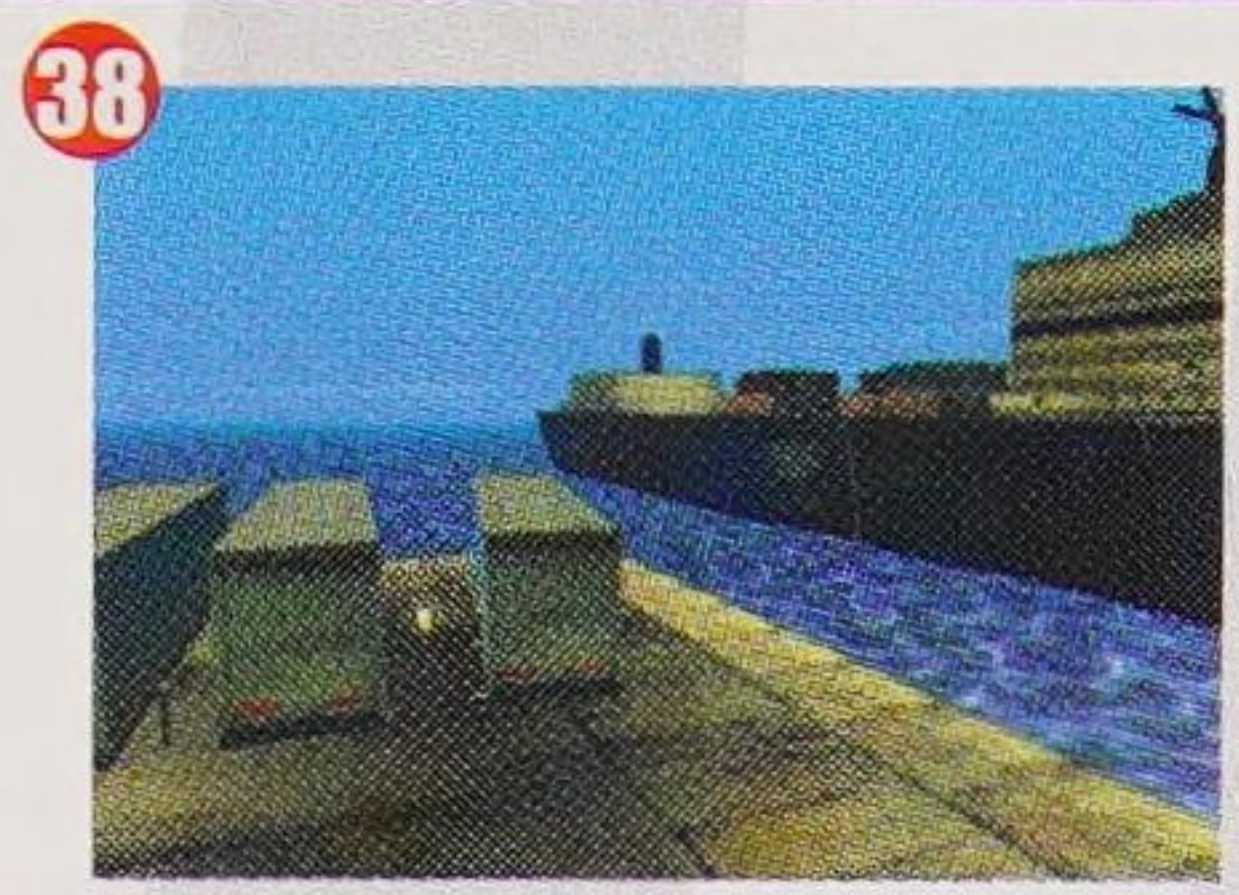
Portland Harbor
Jump from the dock onto the tanker with any vehicle. Climb stairs to reach the package on the upper deck. Use the tanker's ramp to exit back onto the docks.

37



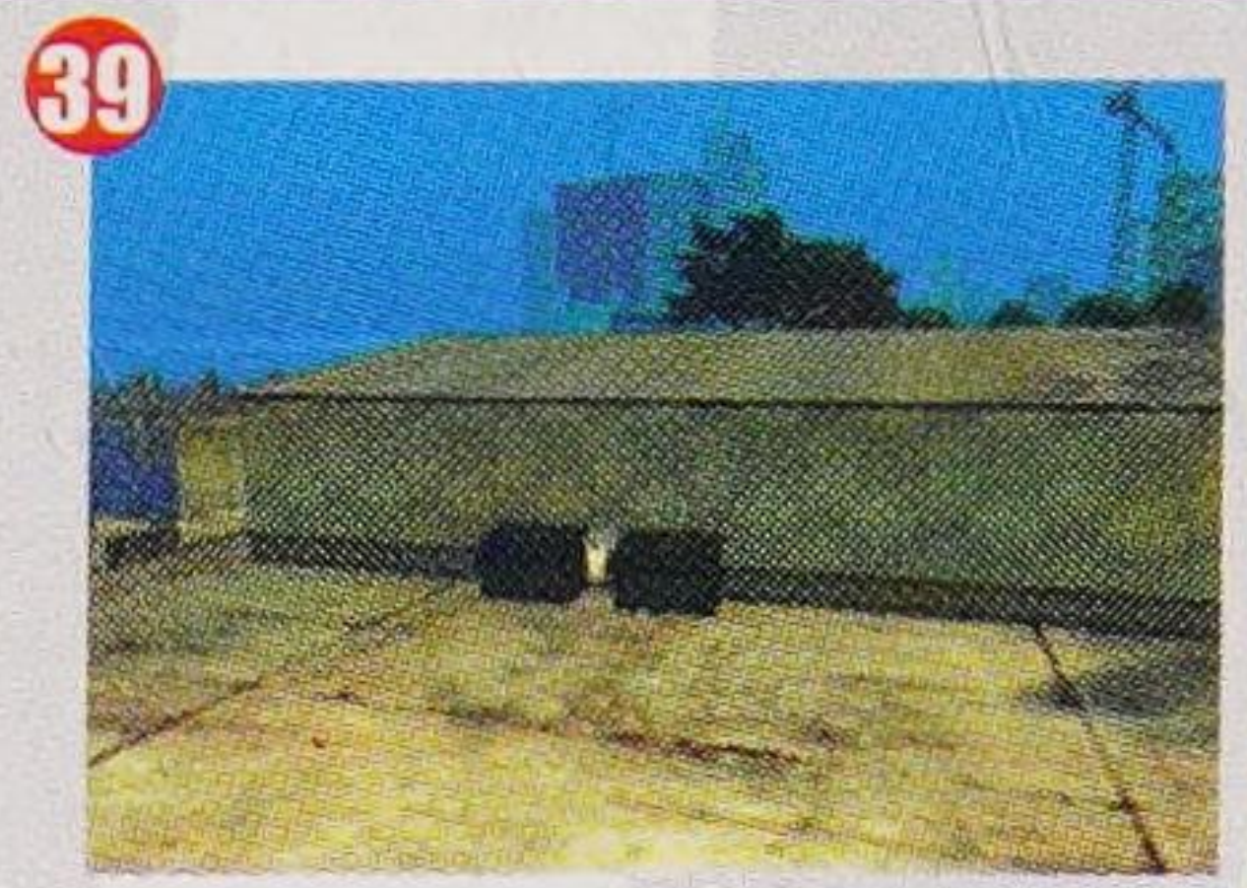
Trenton
Between the wall and the building inside the bus station lot.

38



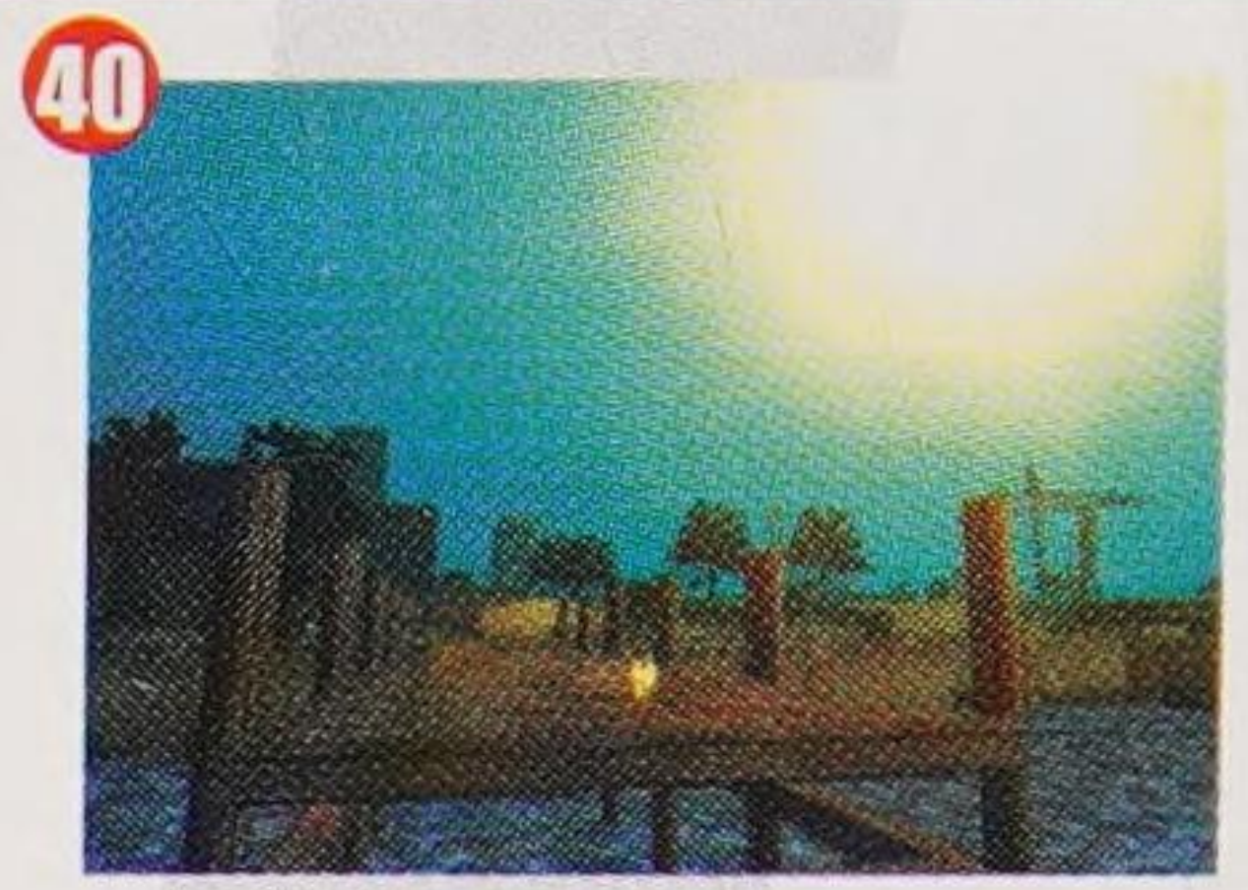
Portland Harbor
Between the last two truck trailers in the row.

39



Atlantic Quays
Between dumpsters at the end of the strip of warehouses.

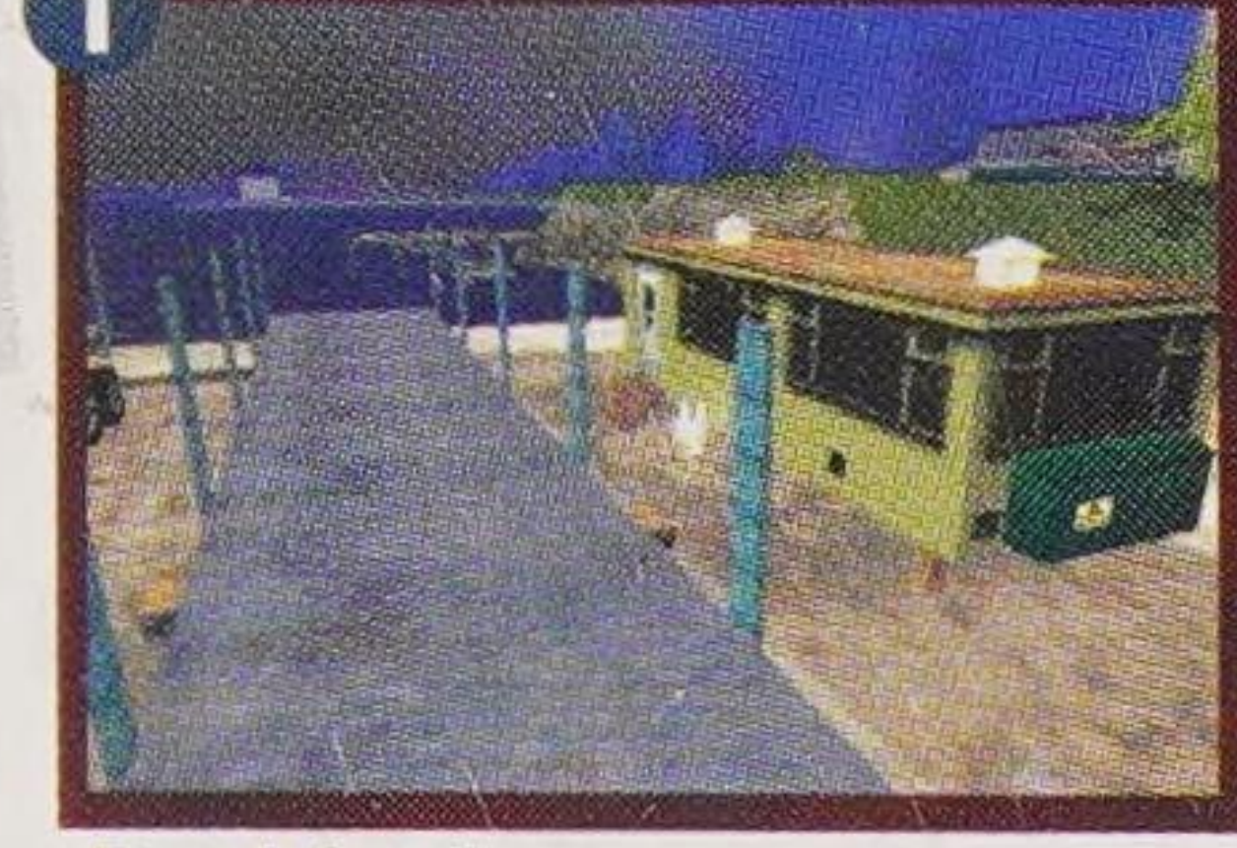
40



Atlantic Quays
On the end of the rickety pier behind Vincenzo's.

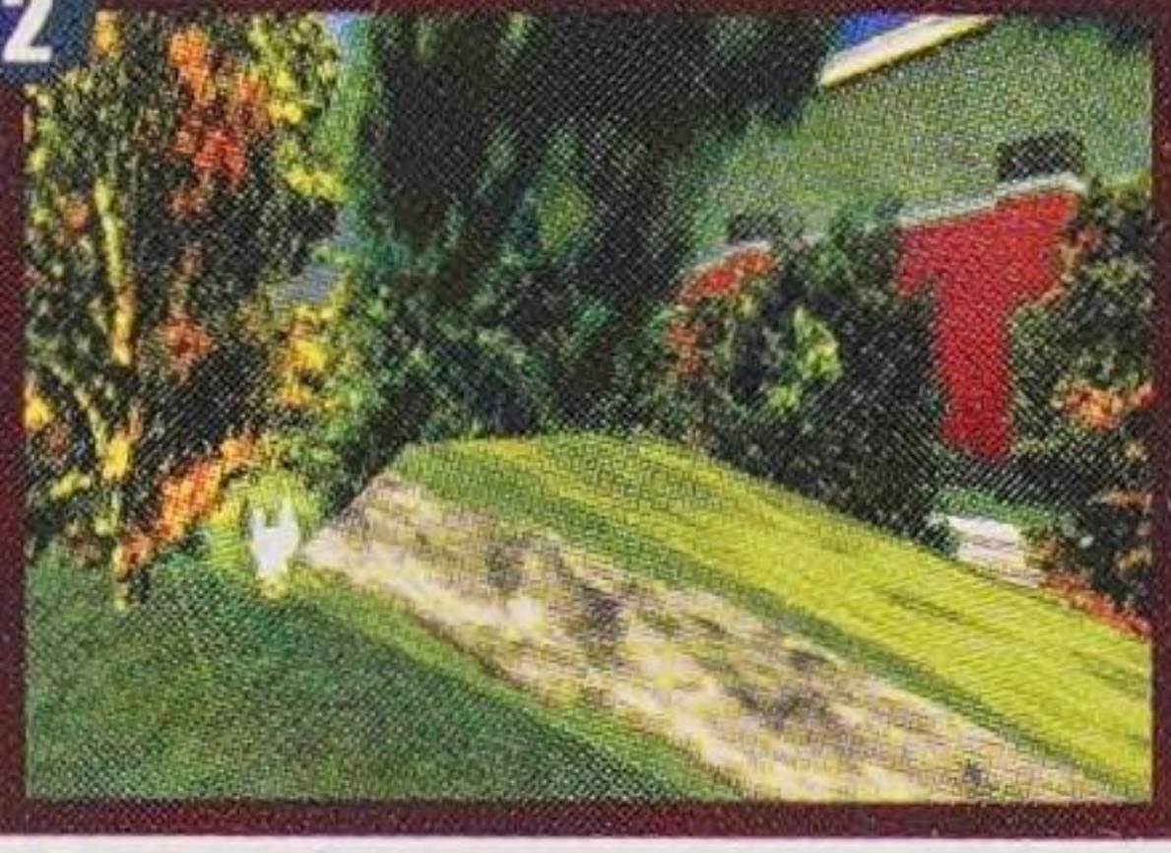
STAUNTON ISLAND HIDDEN PACKAGES

1



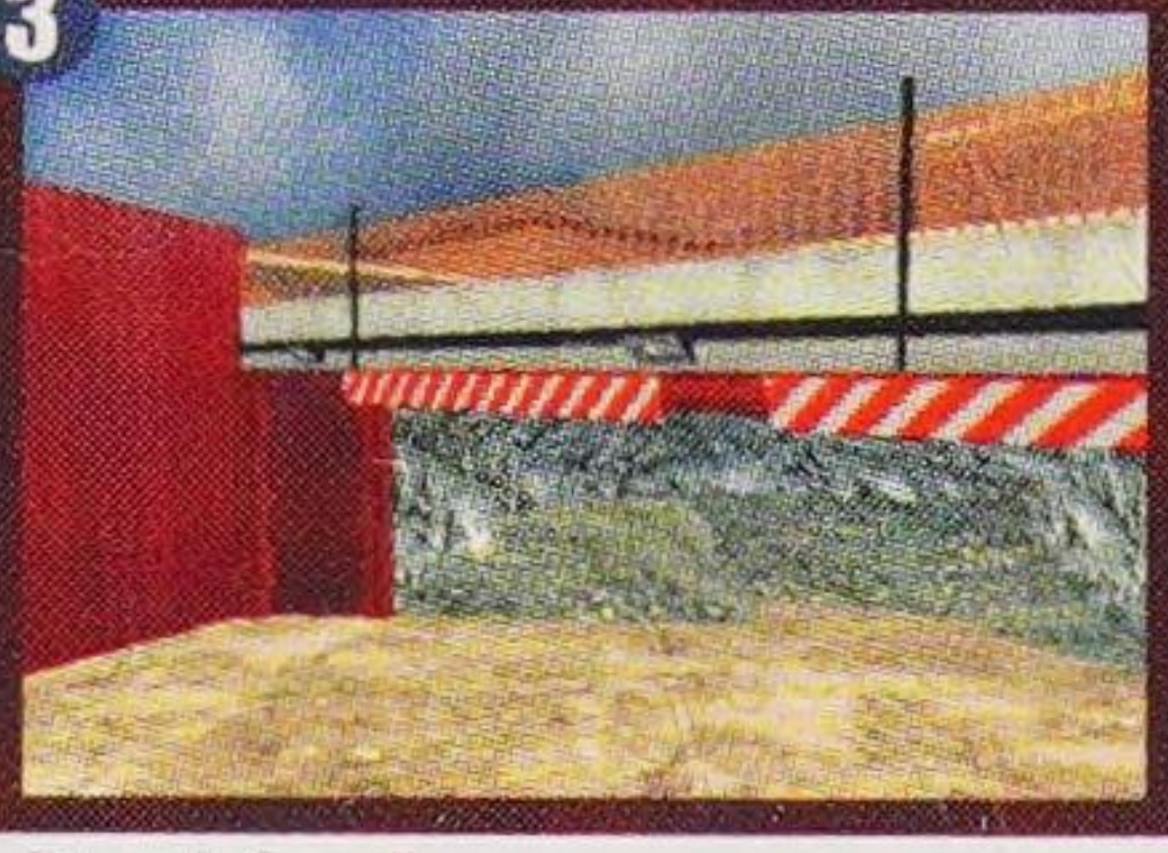
Rockford
In a parking lot between a flatbed trailer and a portacabin.

2



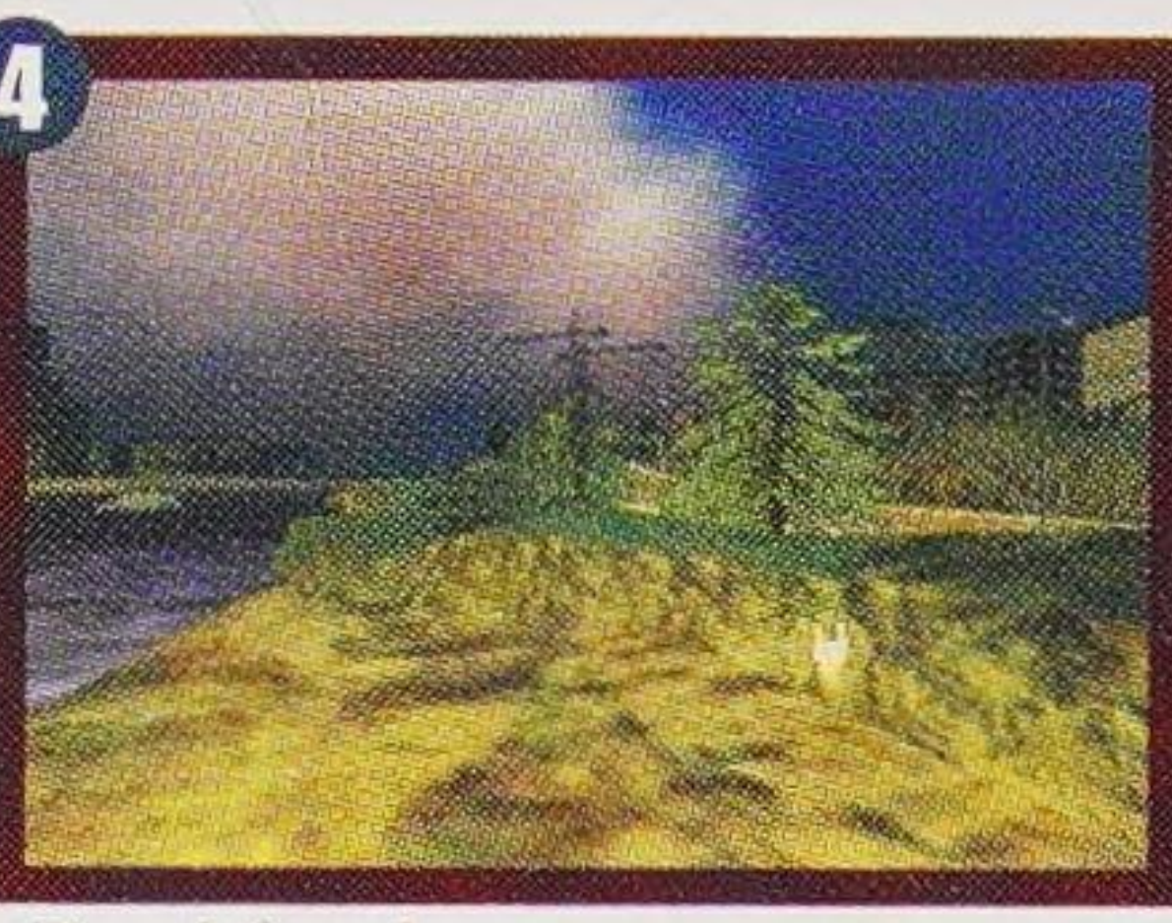
Aspatria
Beside the high earthen ramp on the hill between a road and a coastal sidewalk.

3



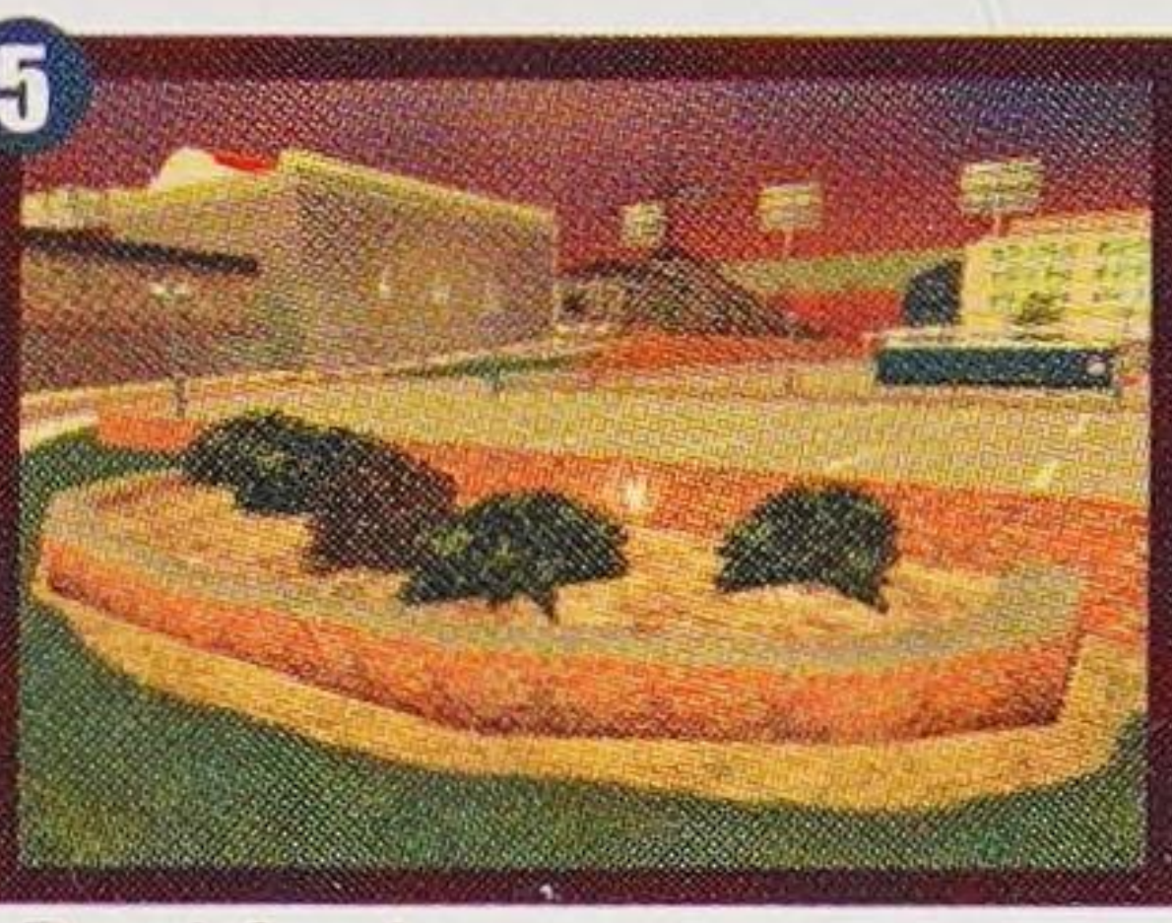
Rockford
In the rubble of the early tunnel construction.

4



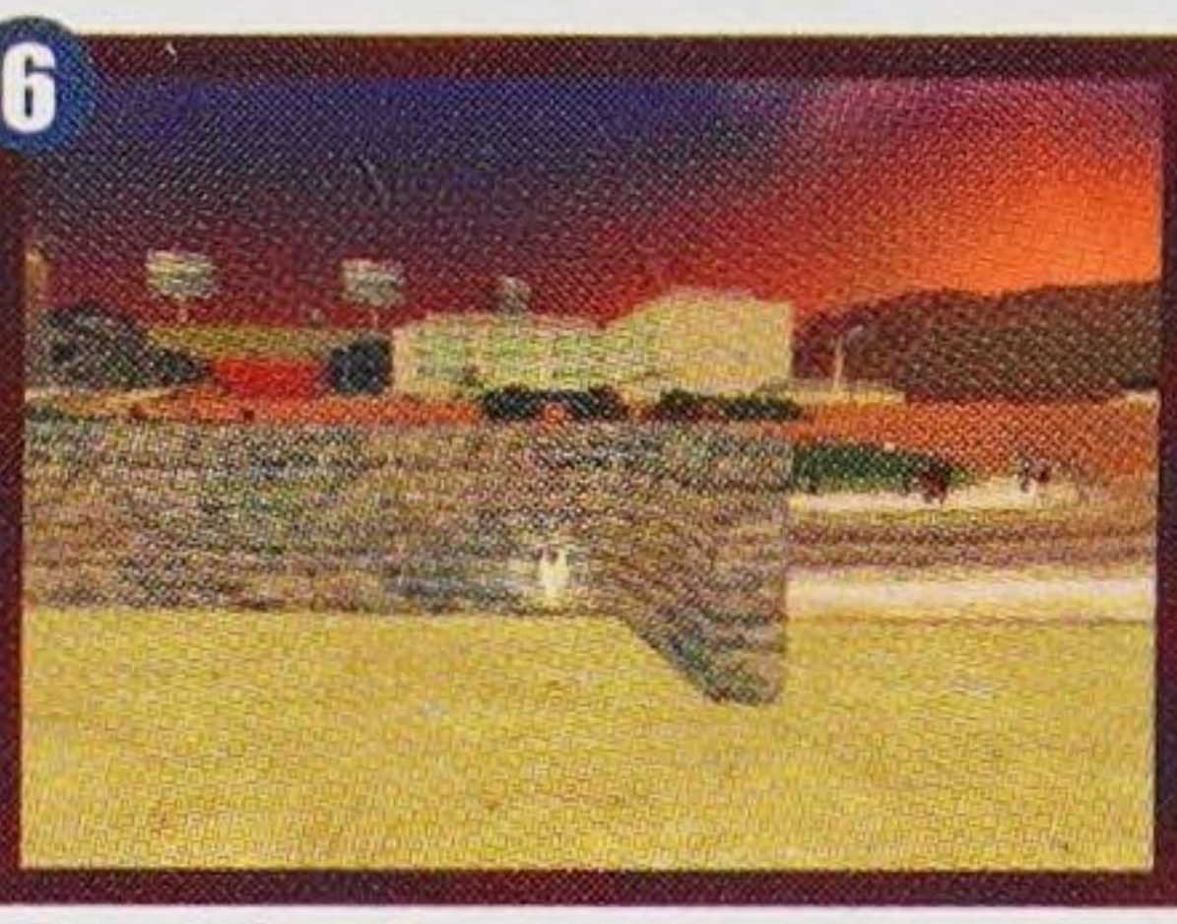
Rockford
On the flat stone shoreline.

5



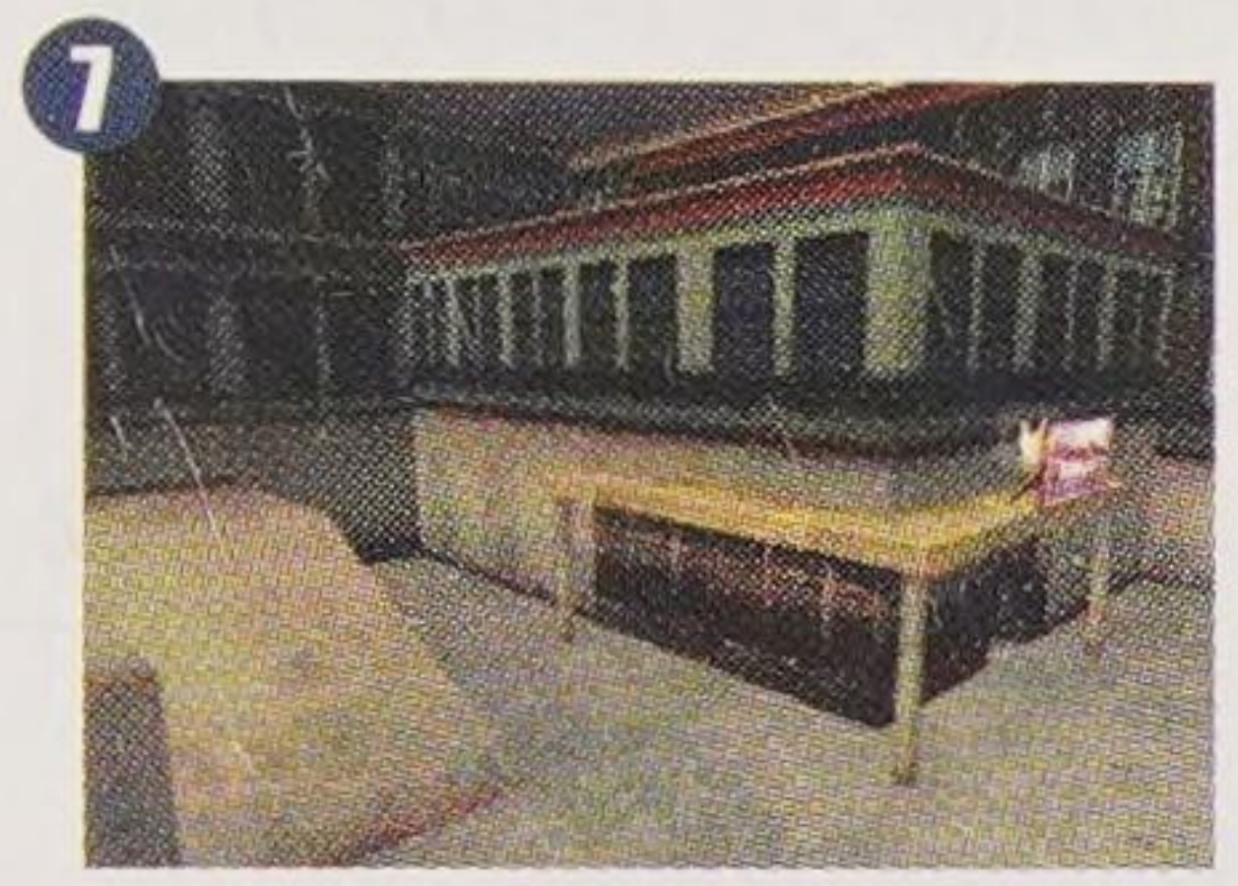
Rockford
In a planter east of the Hospital parking lot.

6



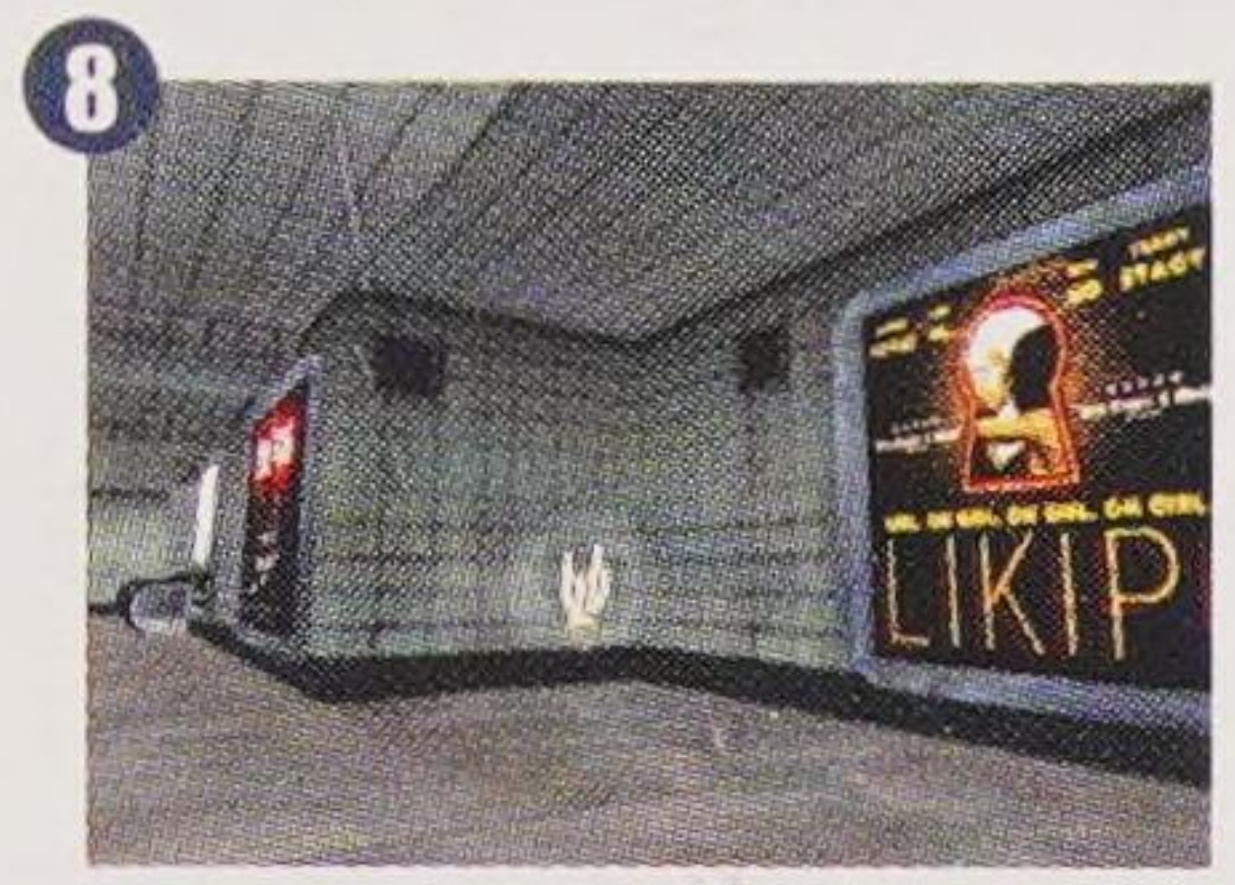
Rockford
Behind the gray brick wall just across the street from Hidden Package (4).

7



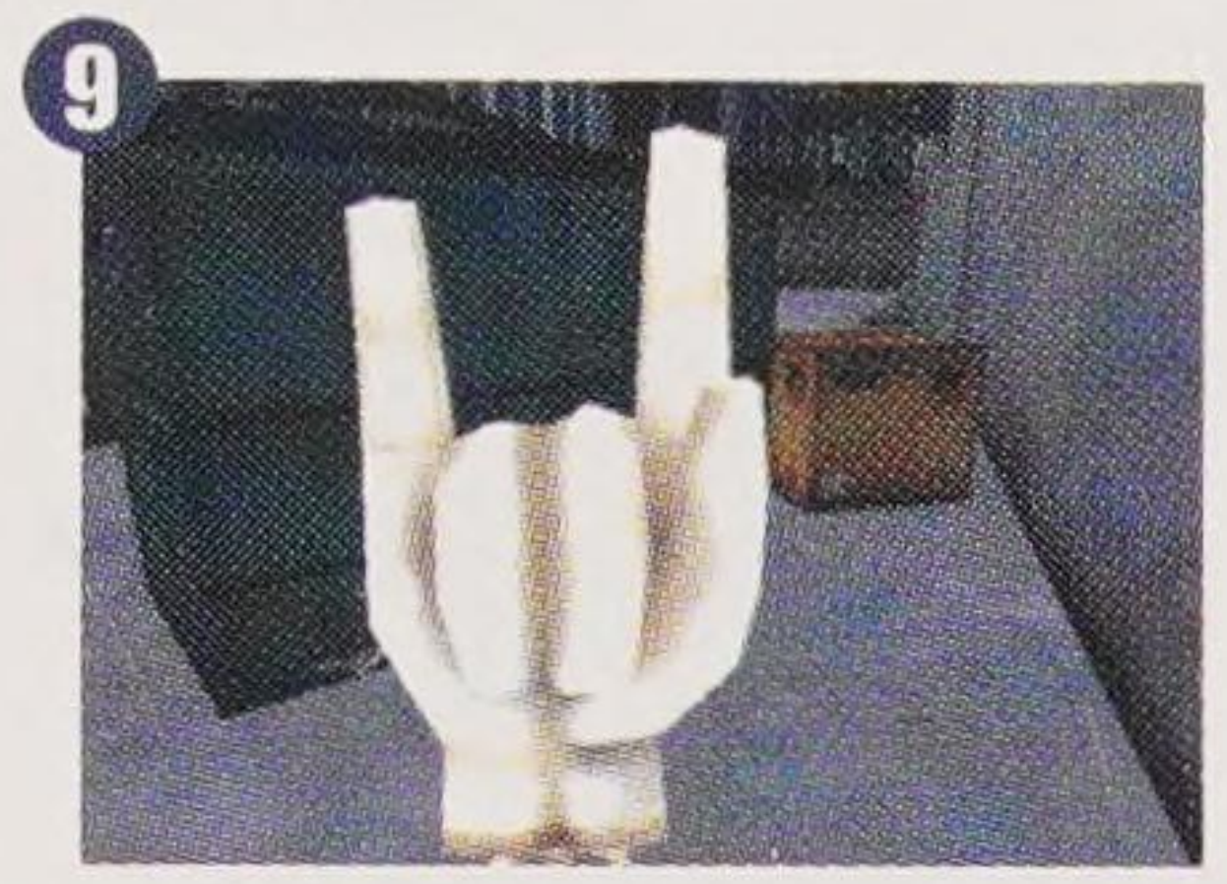
Rockford
Behind the bottiglia sign, above the doorway. On foot, run and jump from the nearby docking bay ramp to the ledge on the side of the bottiglia building, then walk around the ledge to get the package behind the sign.

8



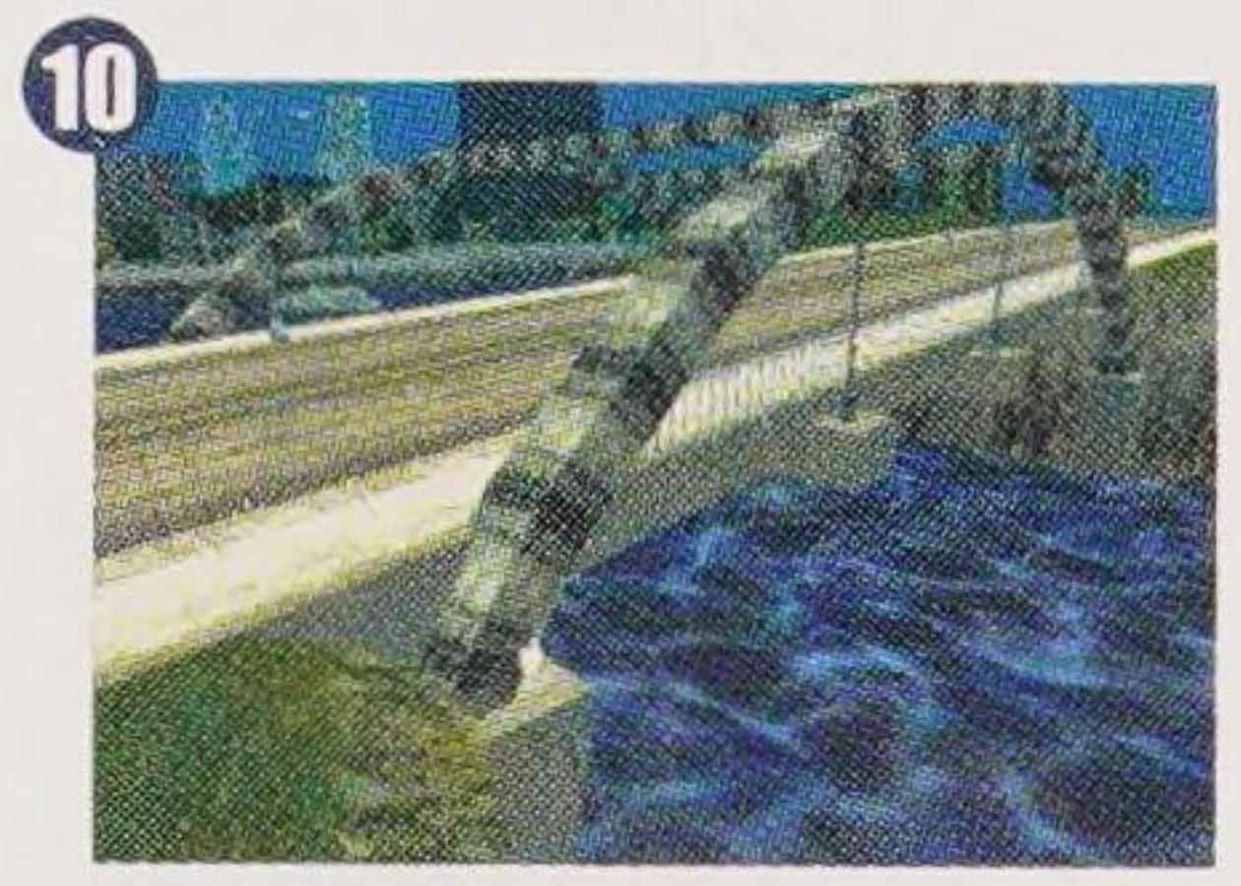
Fort Staunton
In a corner in the subway, near the bathrooms.

9



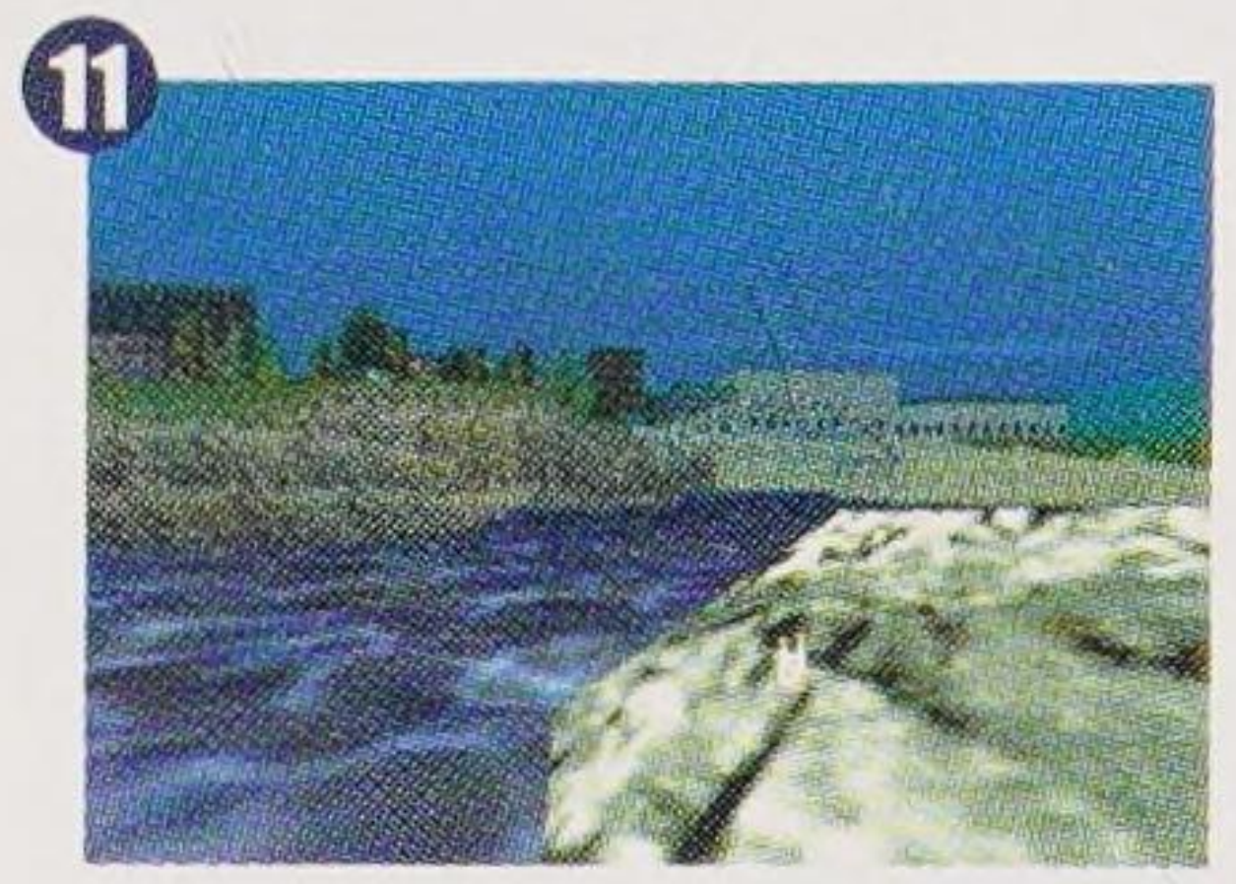
Fort Staunton
In a deep, secluded alley behind a dumpster.

10



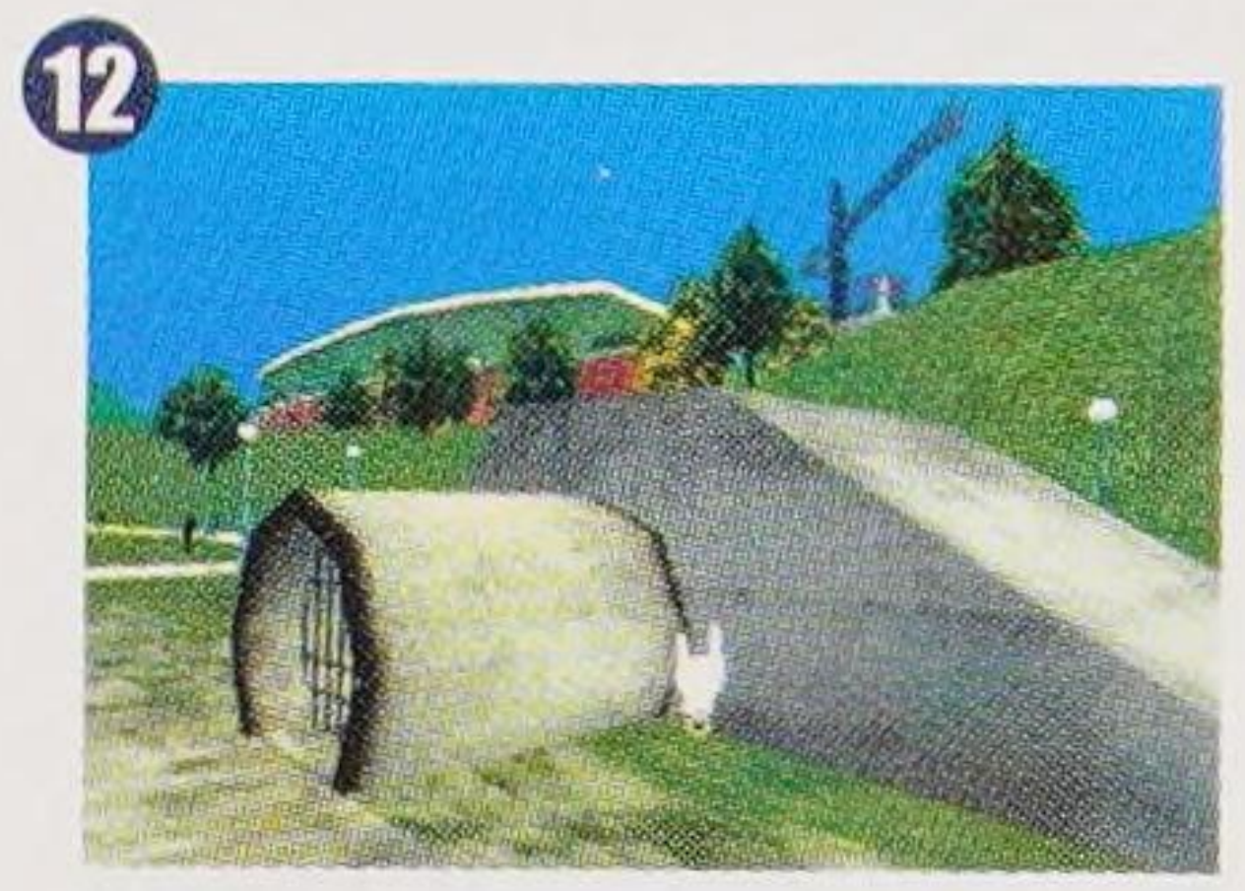
Fort Staunton
On a bridge column below the road. Be careful not to fall into the water below.

11



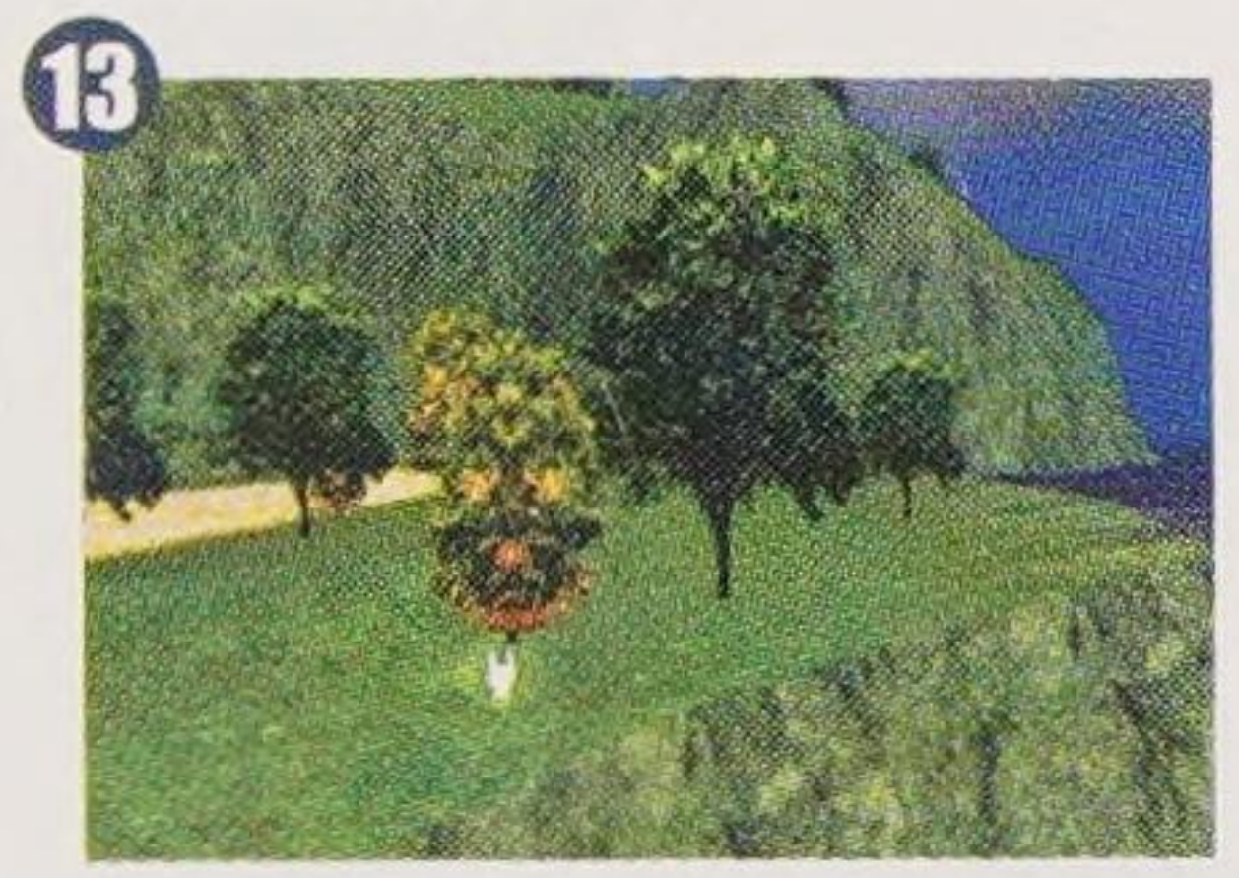
Portland
On the gray rock in the water east of larger rock island with grass.

12



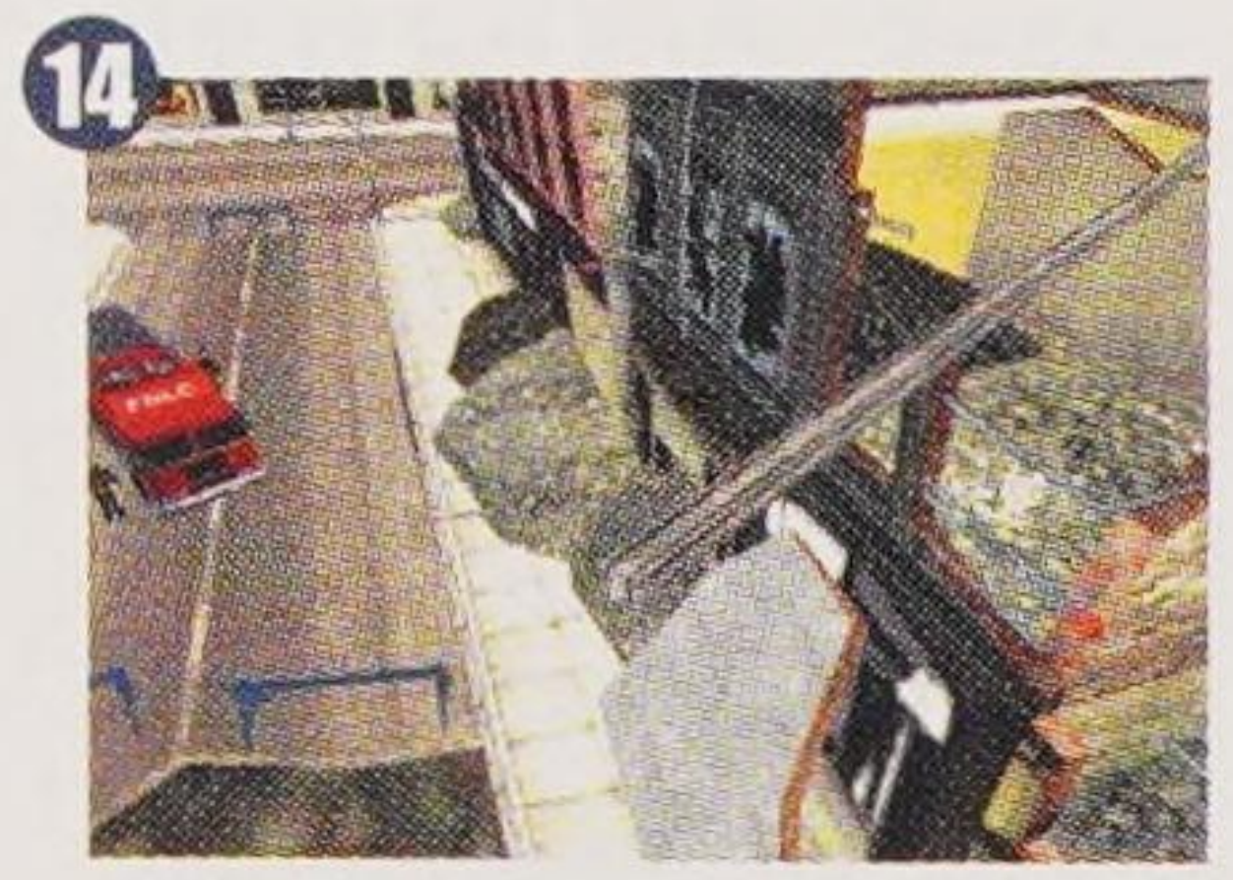
Aspatria
Beside the cement ramp on the coastal sidewalk. Near the Leon McAffrey job location.

13



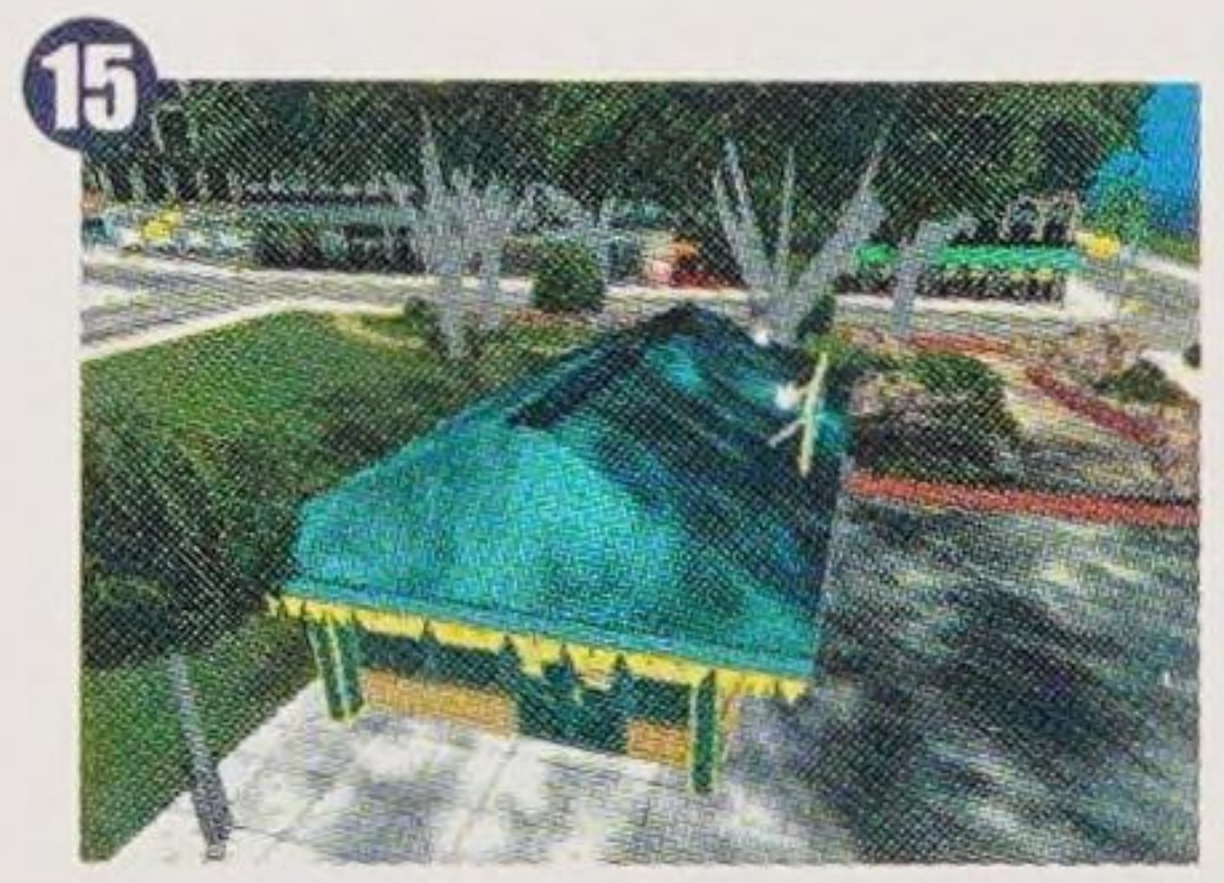
Aspatria
In the middle of the parking lot south of the coliseum.

14



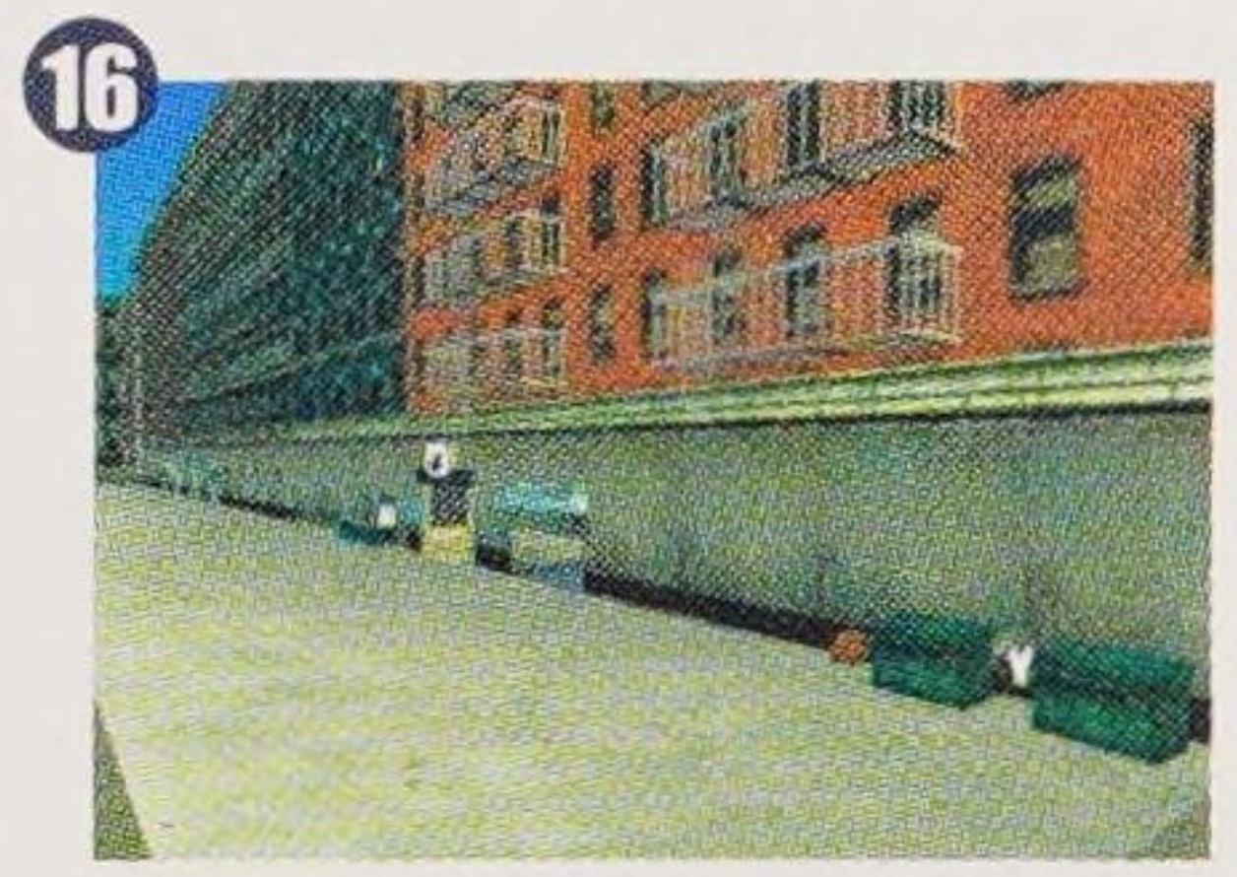
Fort Staunton
Available after this district is destroyed by a bomb from "Bringing Down the House" (a Shoreside Donald mission). The package is on the second floor, near a window.

15



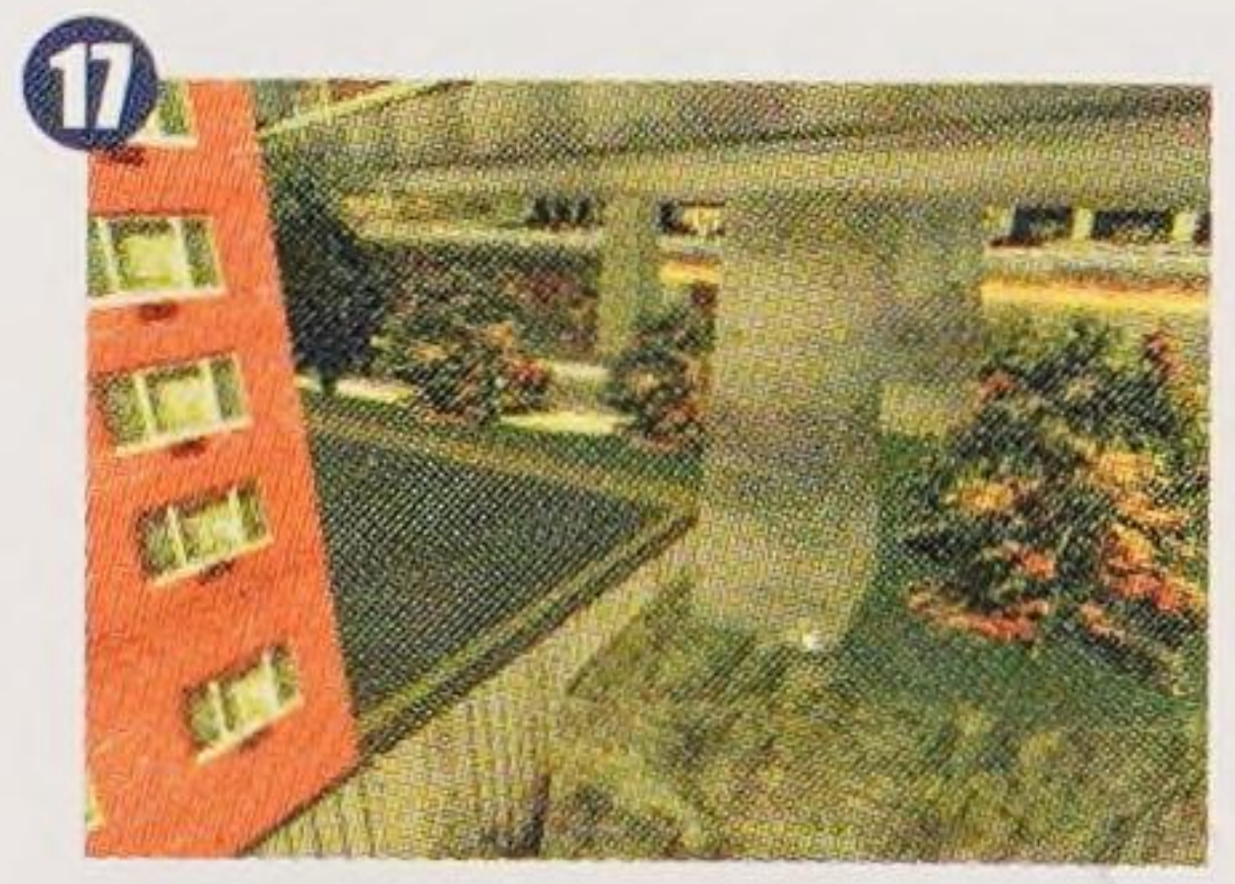
Fort Staunton
On the rooftop of corner Staunton Cafe. Pull an ambulance up to the building, jump to the top of the ambulance and then to the rooftop of the Cafe.

16



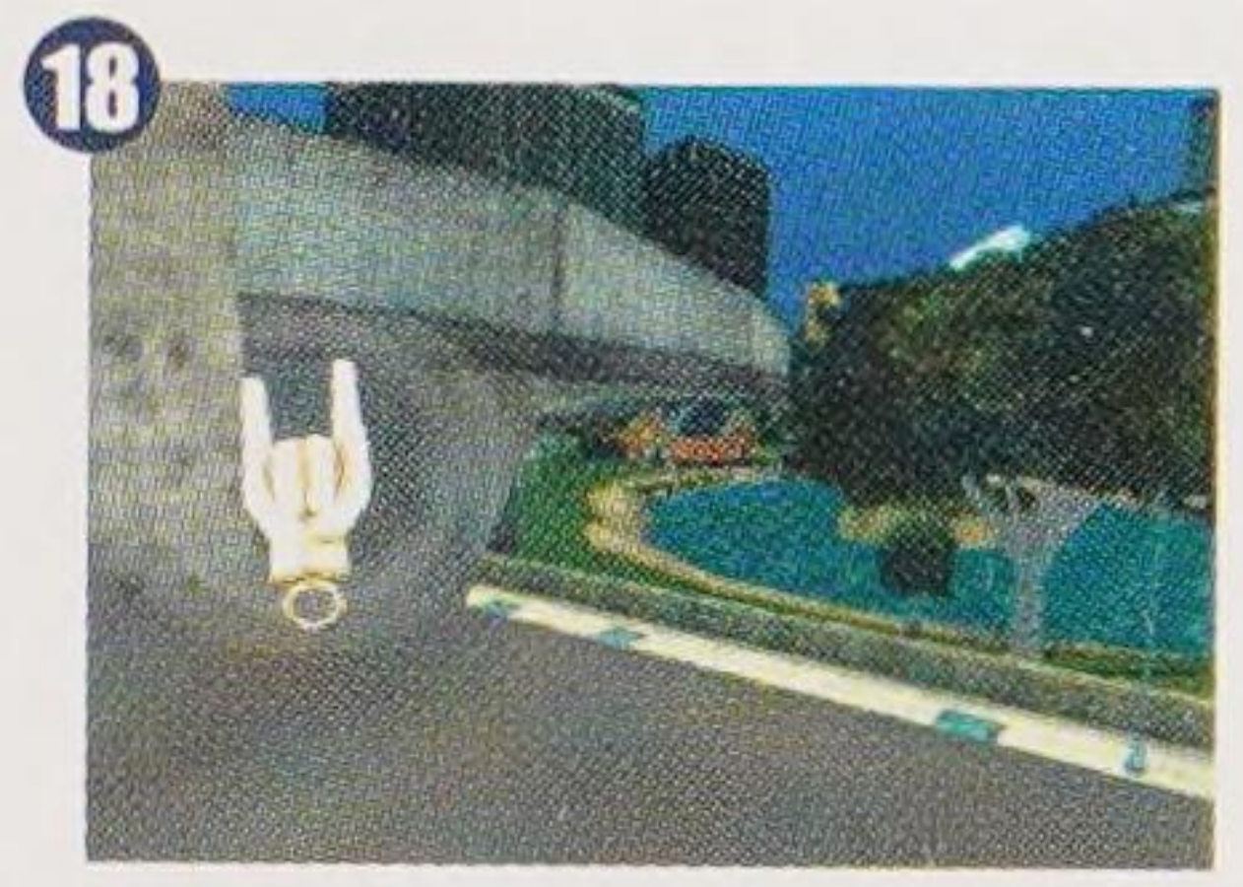
Newport
Beside a dumpster near 8-Ball's bomb shop.

17



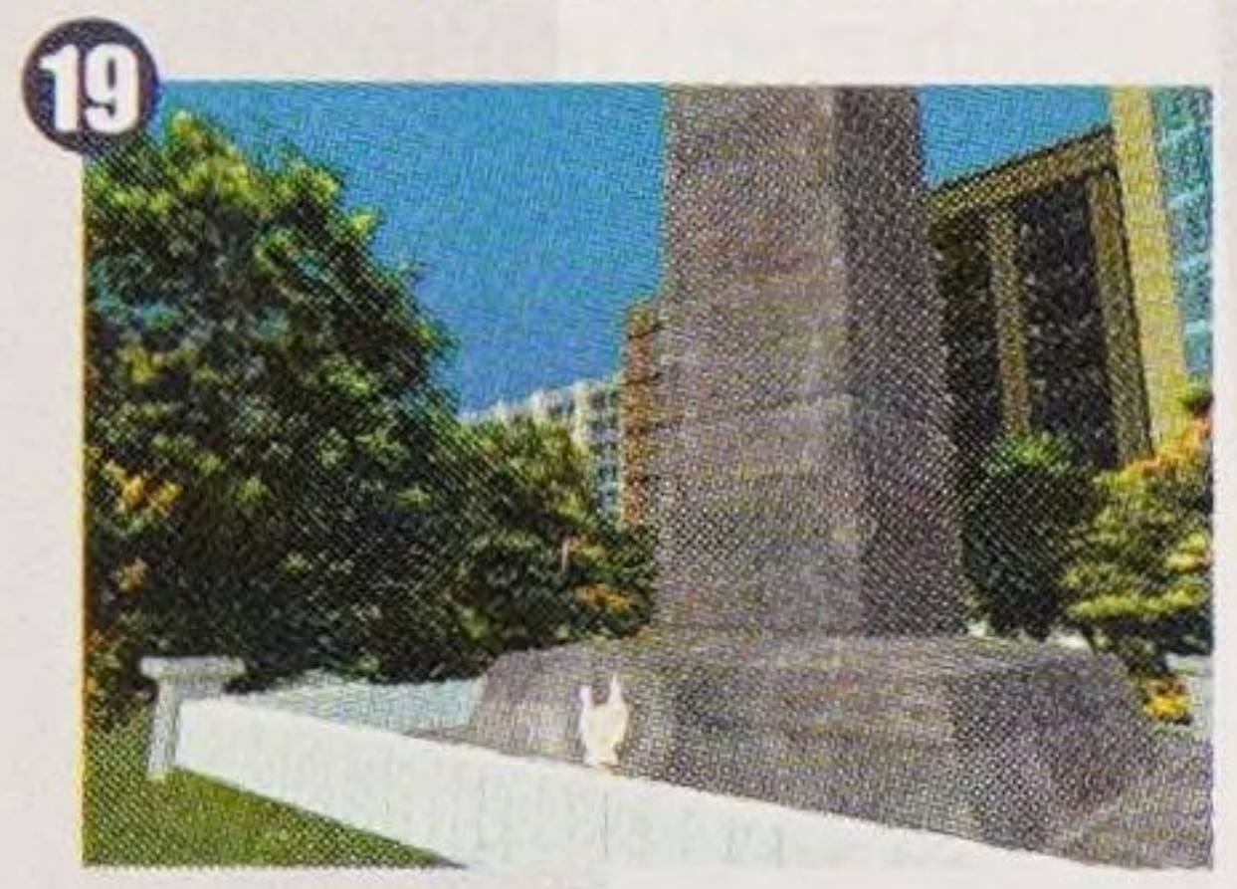
Newport
Near the water behind the raised freeway column by Asuka's Grand Theft Auto 3 apartment.

18



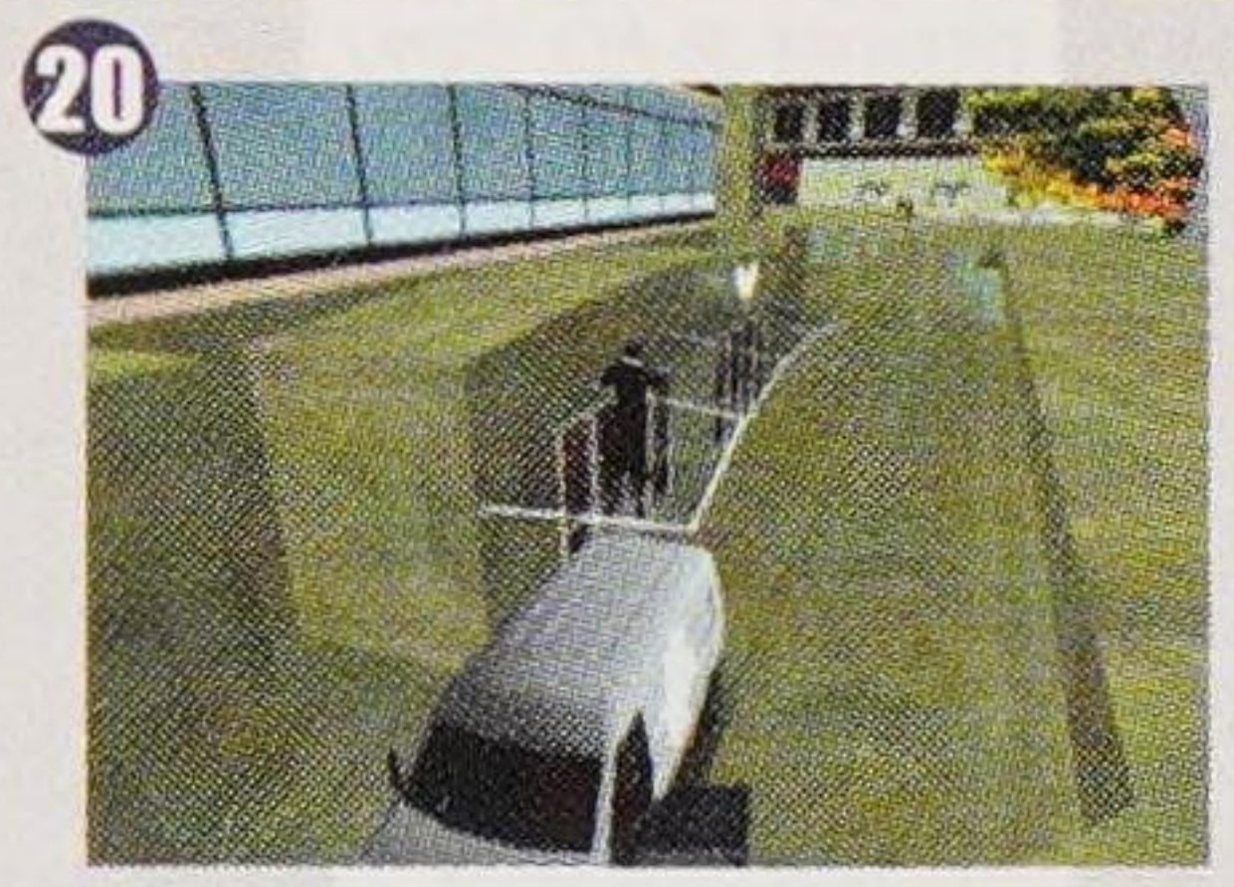
Belleville Park
On top of a bridge column reached by going over the side of the bridge near the catwalk.

19



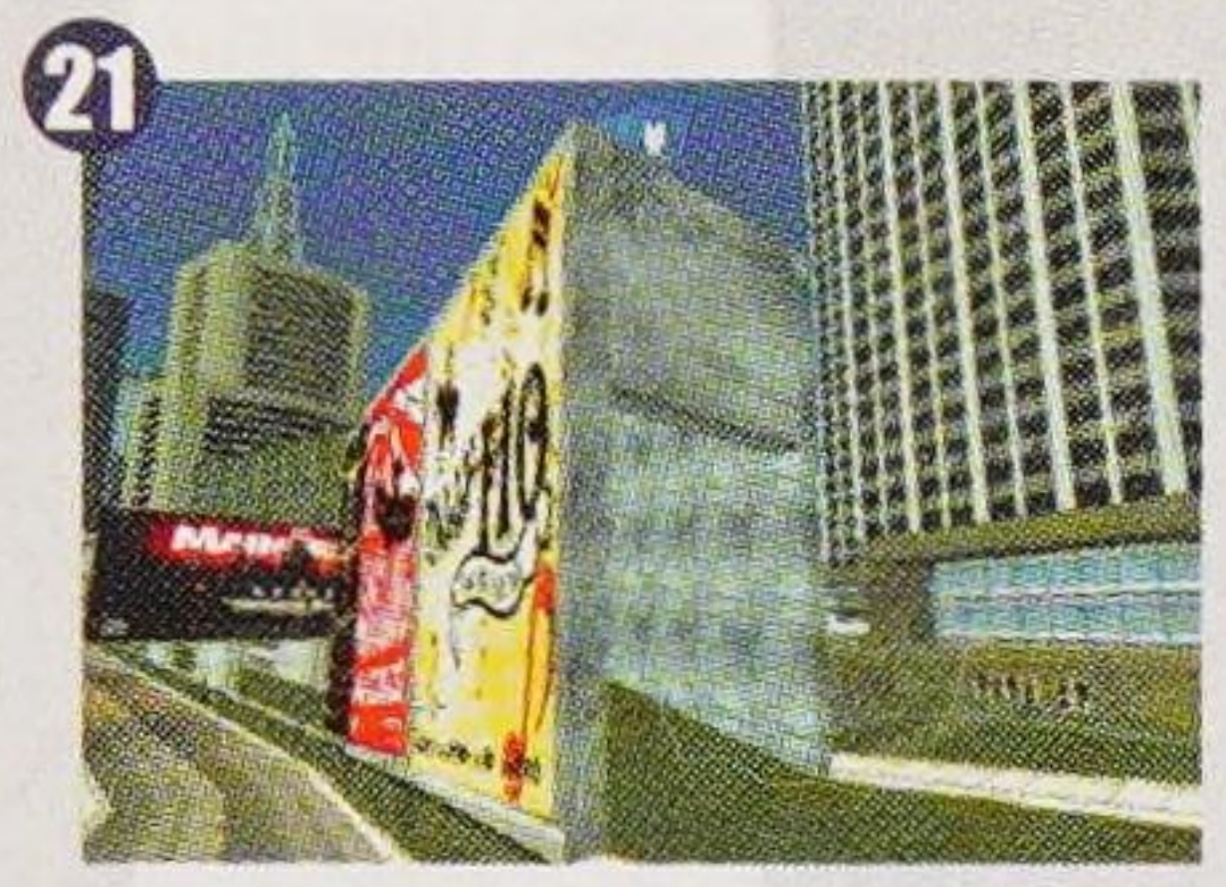
Belleville Park
At the base of the park monument.

20



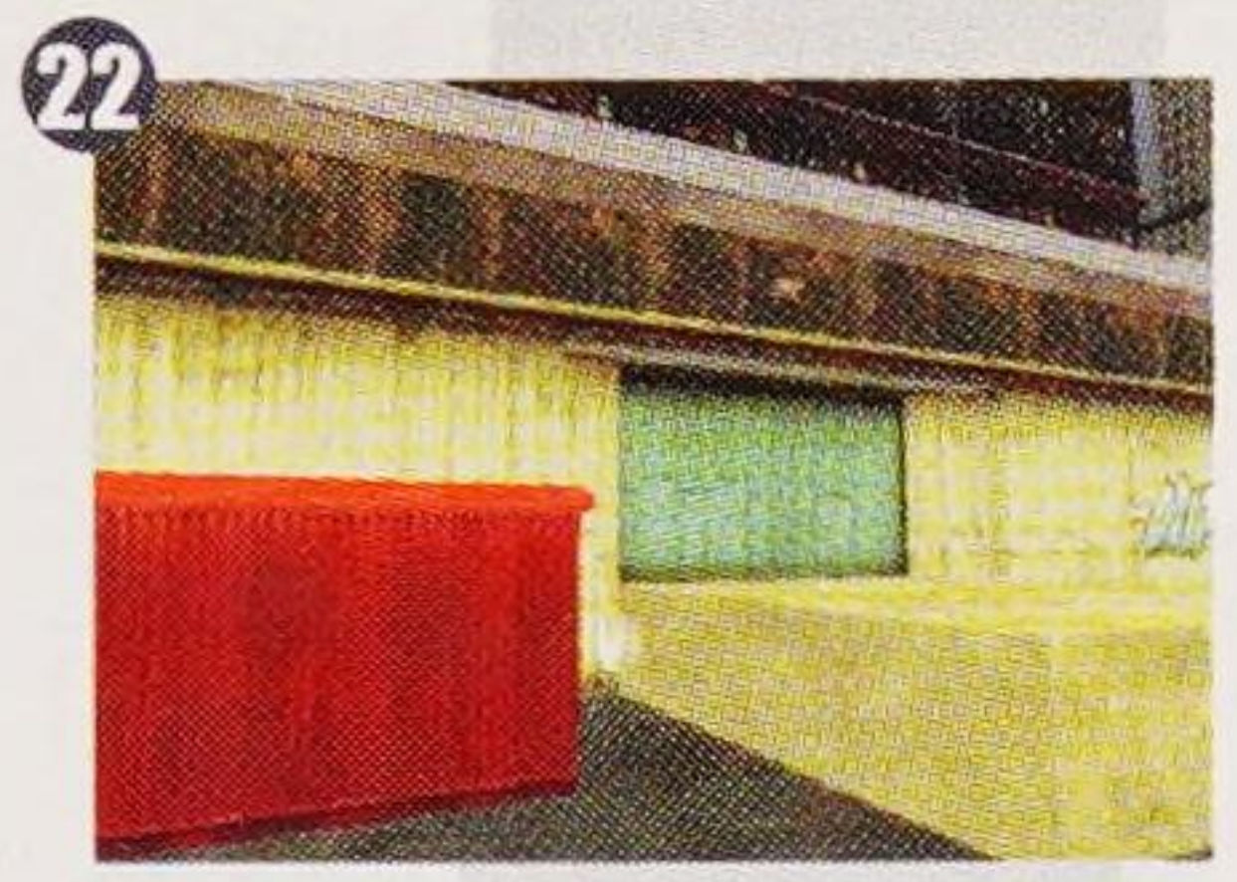
Newport
Park an ambulance at one end of the small, glass overhang the package is on top of and use the ambulance as steps to reach the top.

21



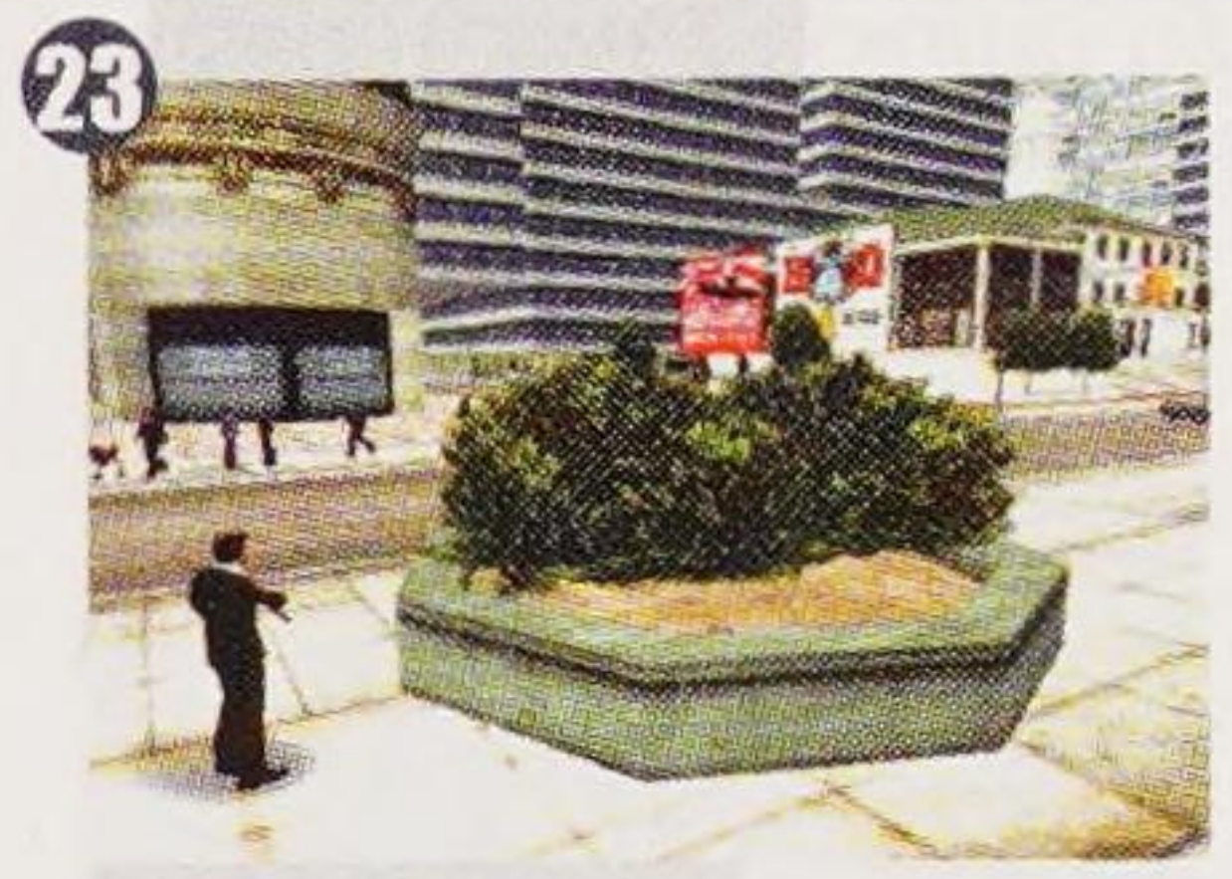
Newport
Jump up onto a vehicle to get on a high center median of the four-lane overpass. Walk up the steep grassy ramp, then onto the top edges of the ramp walls. Walk to the northern edge of ramp wall to collect this package.

22



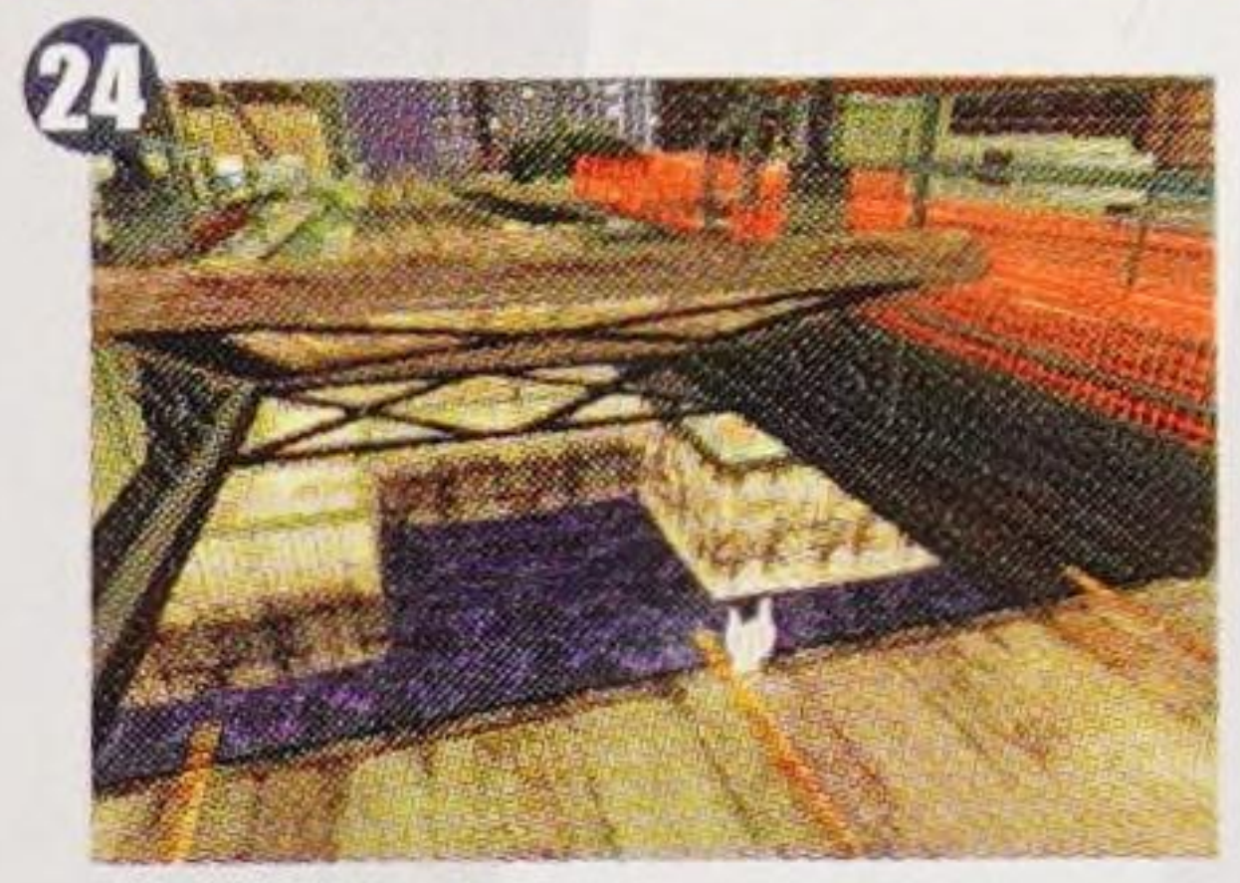
Newport
Between a red shipping container and the loading ramp.

23



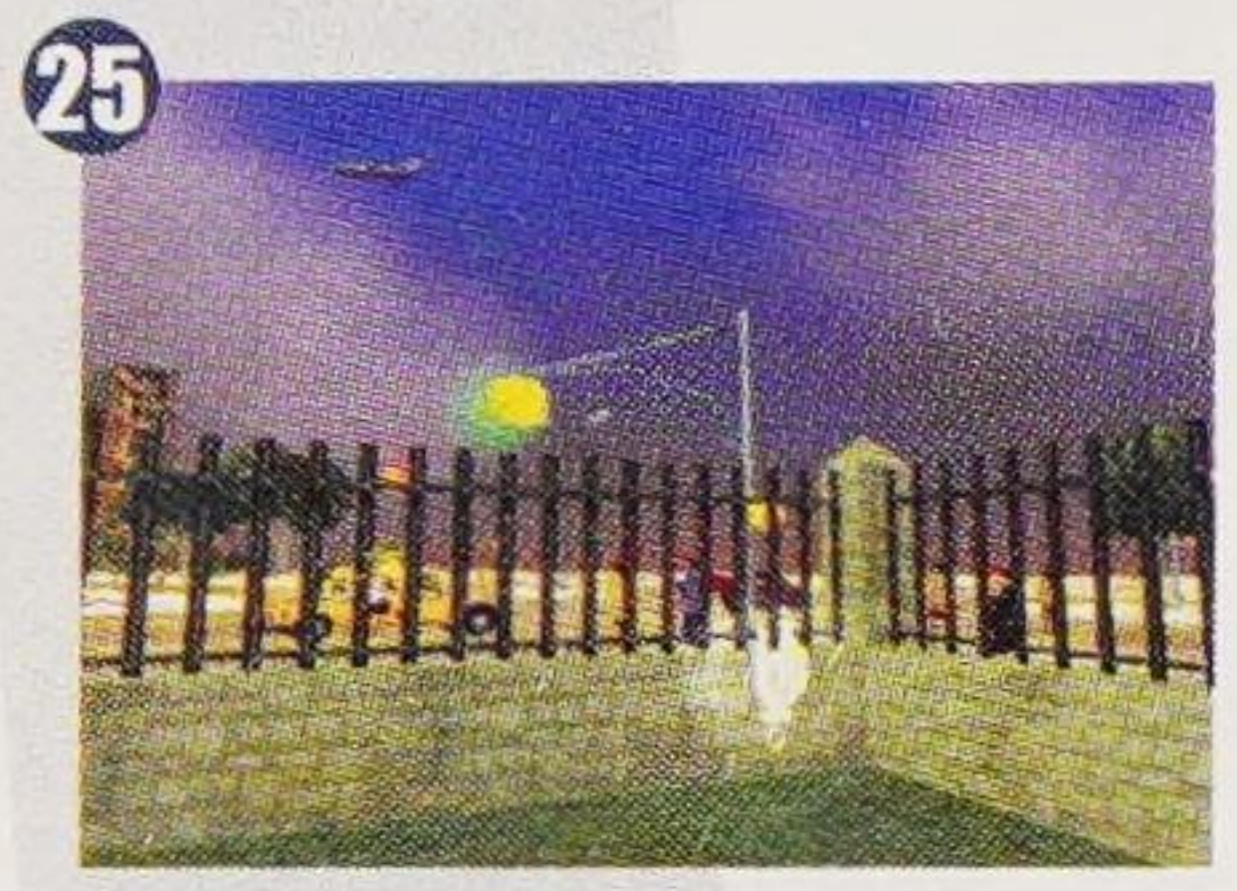
Belleville Park
In the first road median planter closest to the Callahan Bridge.

24



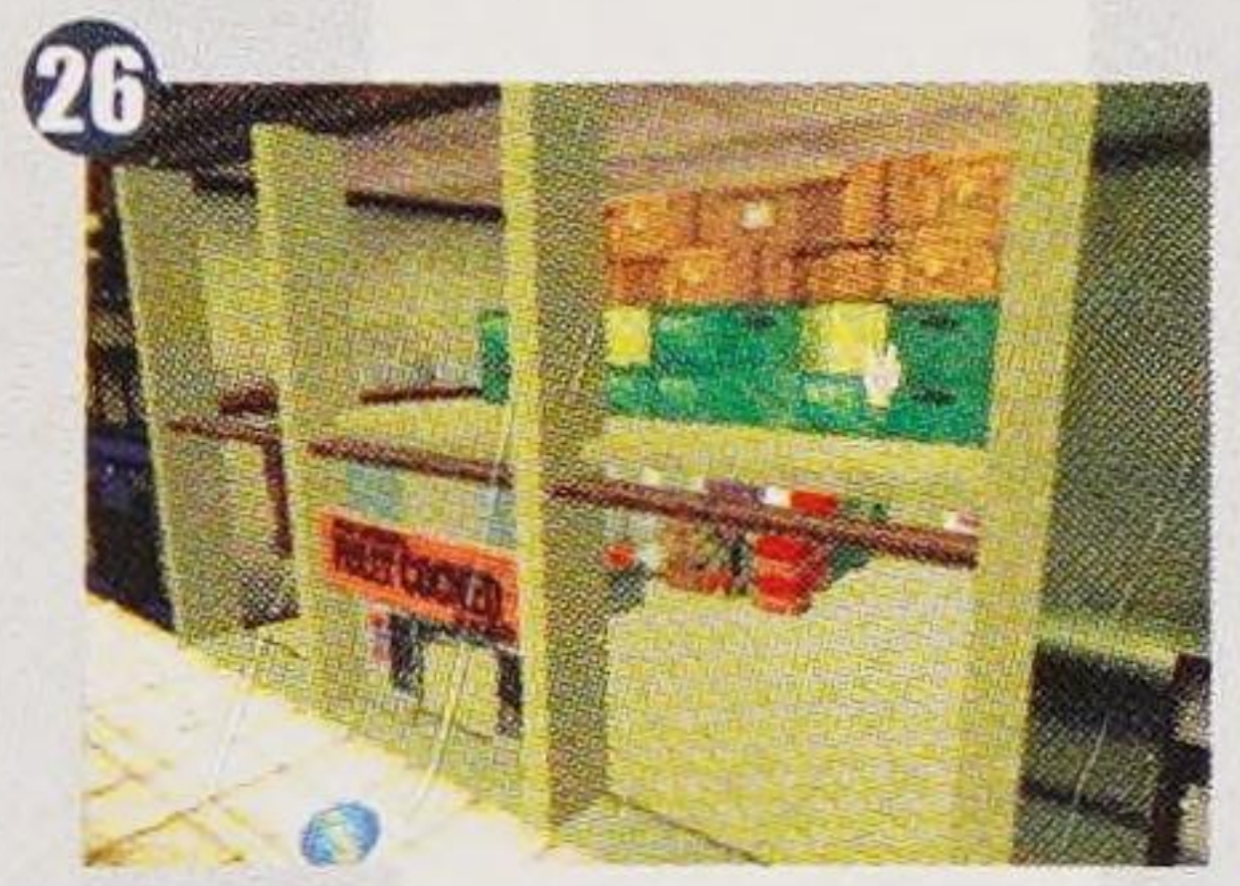
Callahan Bridge
On the south bridge road at the base of the road ramp.

25



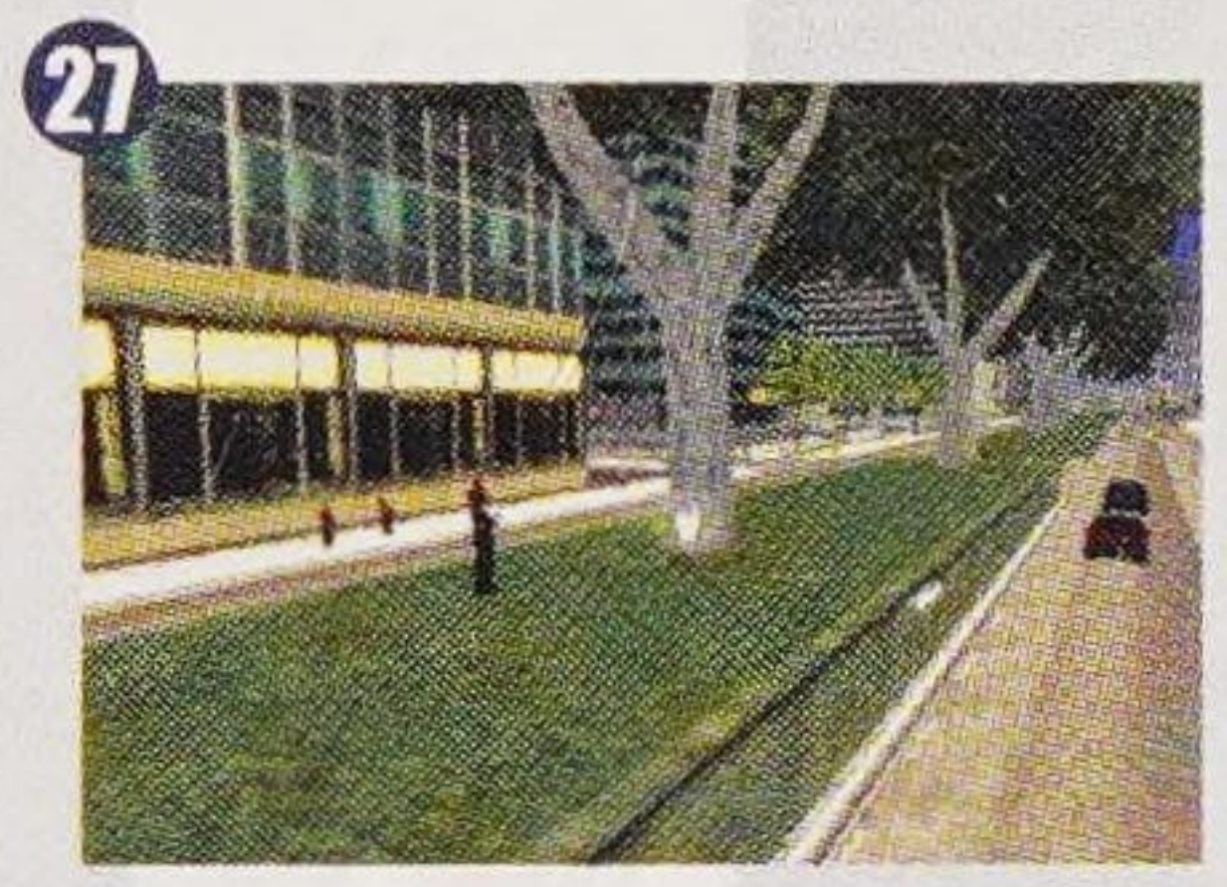
Bedford Point
In the corner, inside the stone gate of the cathedral cemetery.

26



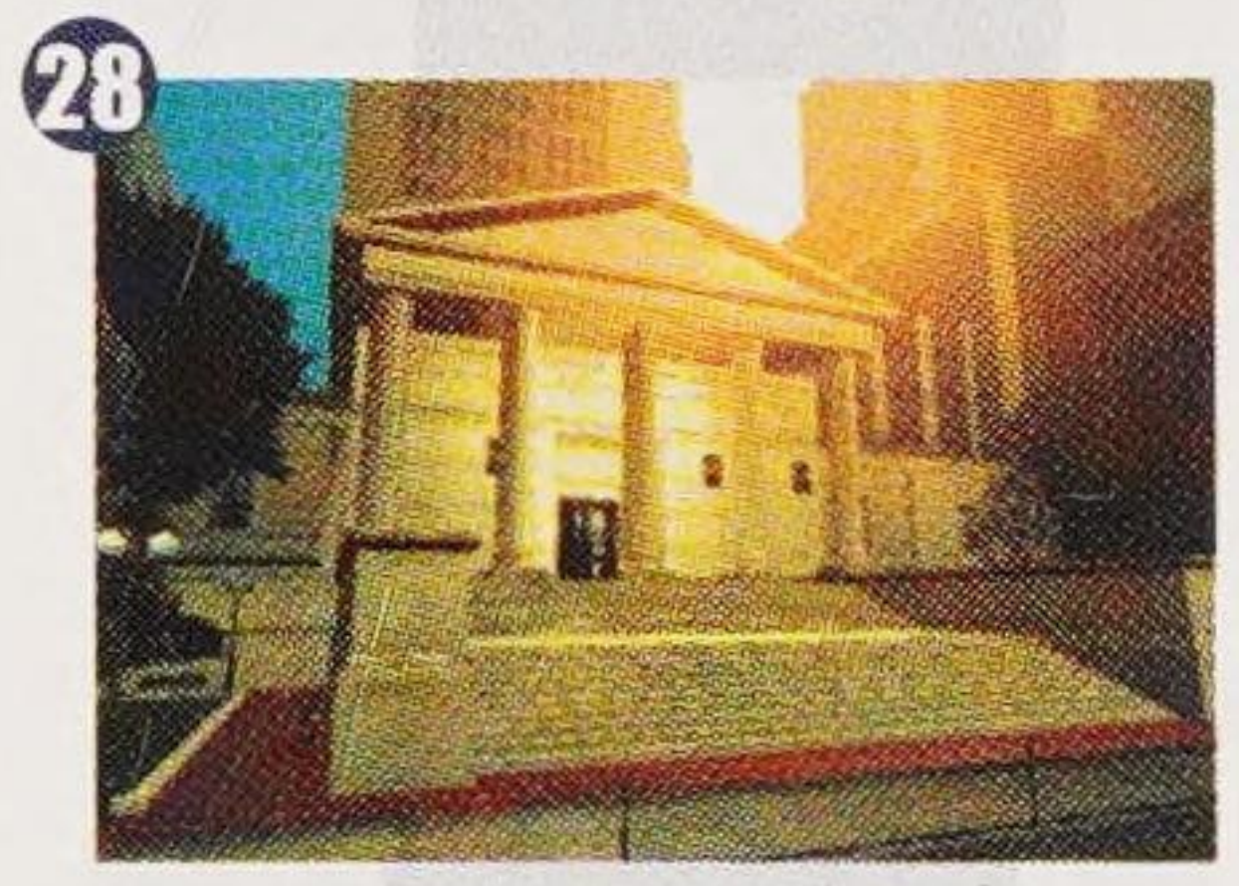
Bedford Point
On the second floor of Phil Cassidy's gun shop. Jump over the top floor stair rail and walk around the stack of boxes to find the package near the window.

27



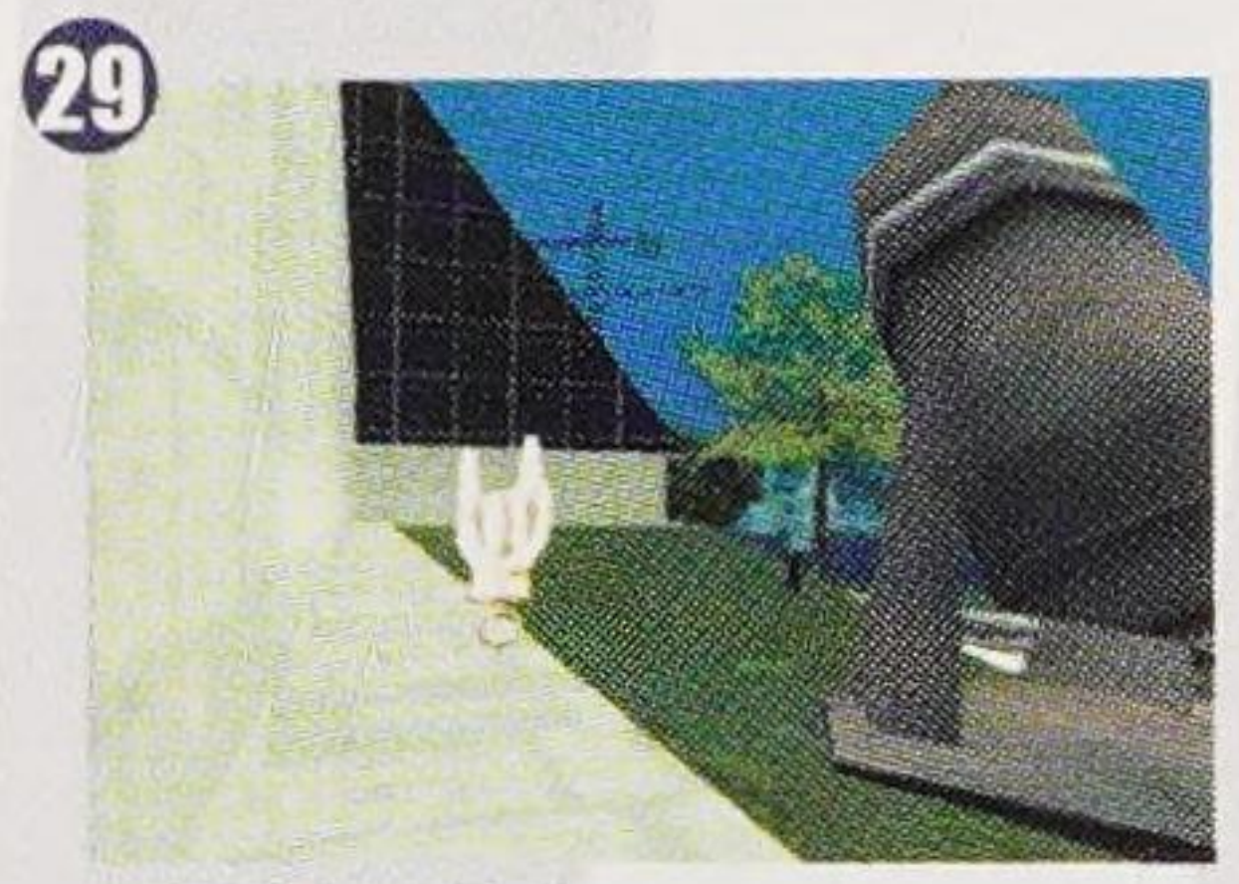
Torrington
Beside the tree in the center road median.

28



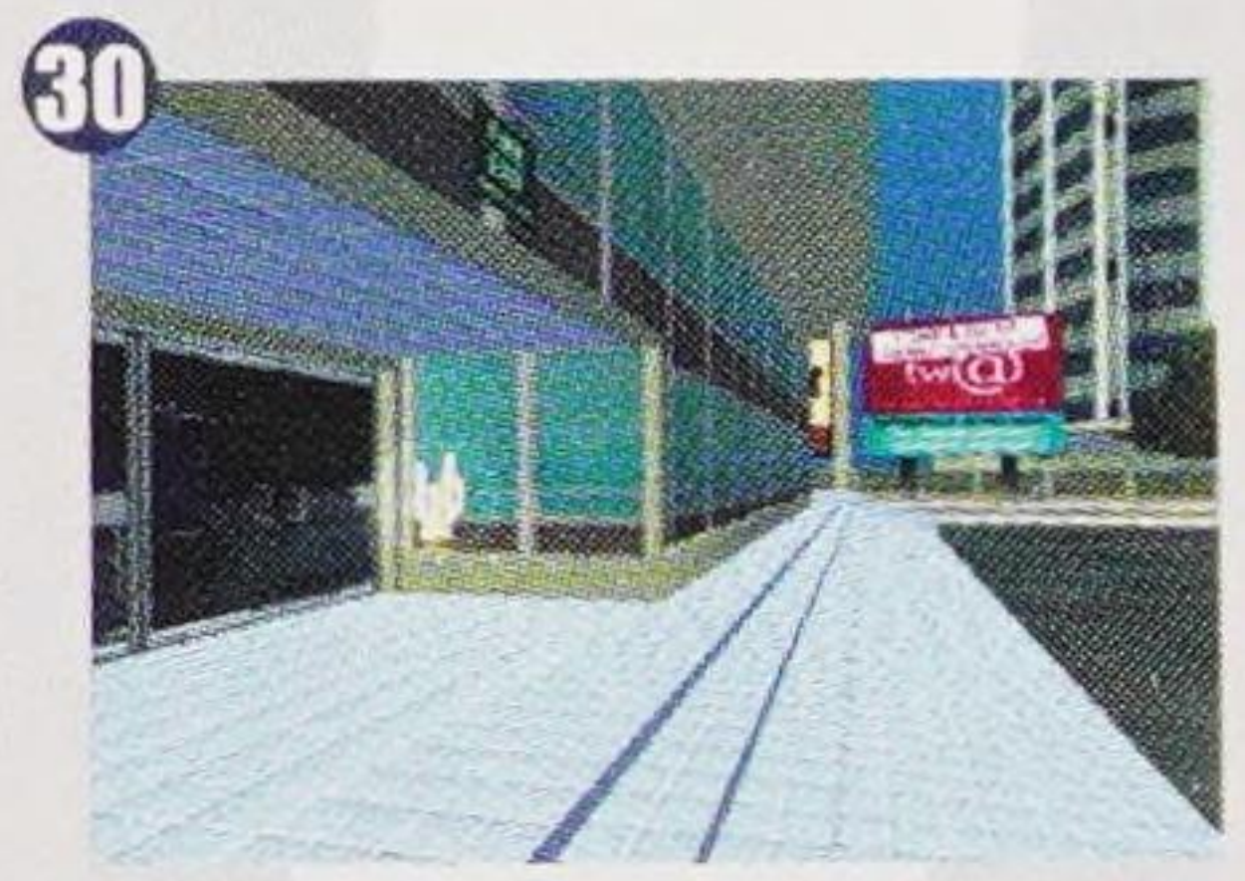
Bedford Point
At the top of the stairs in the Capitol building.

29



Torrington
Behind the spotlight in the rear of The Big Shot Casino.

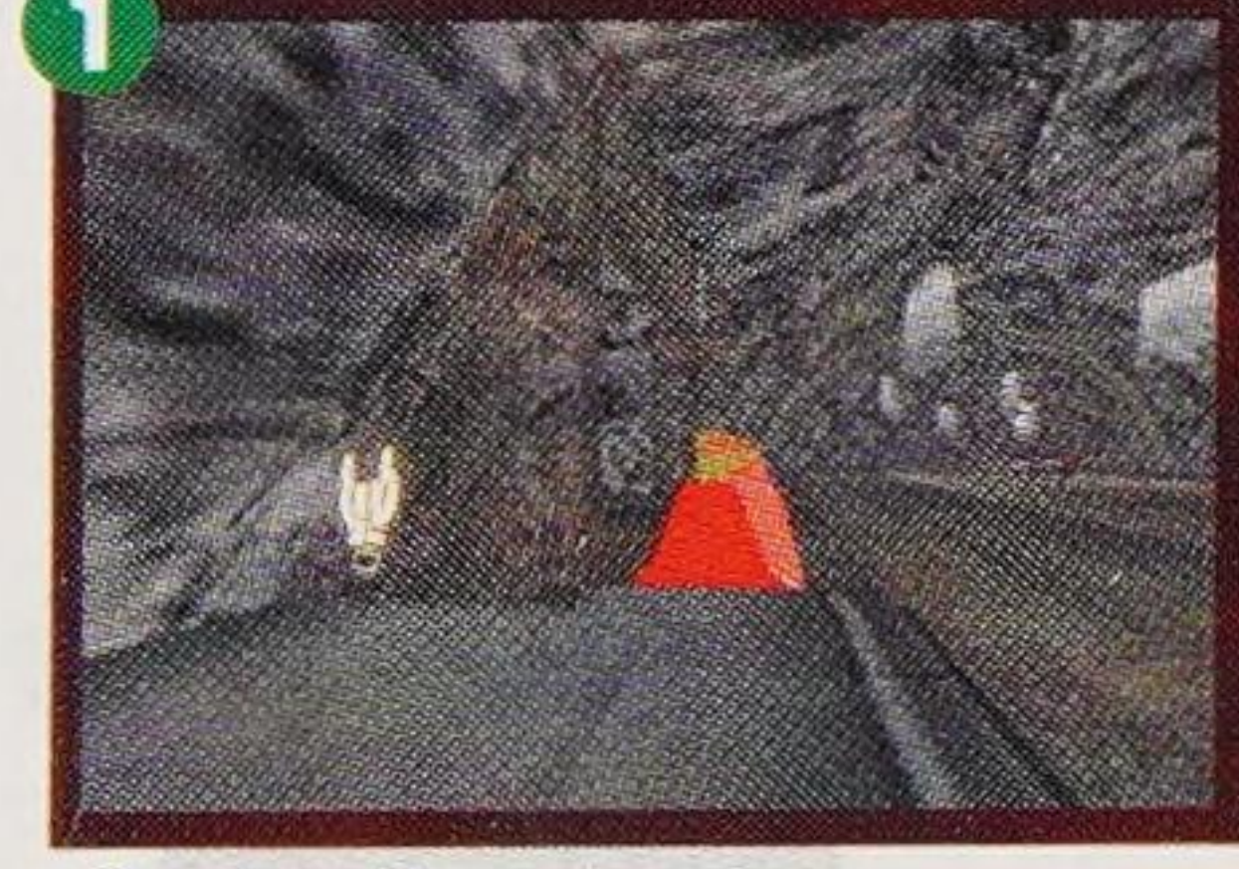
30



Torrington
On the stairs of the star monument building's fire exit, facing the alley and the Police Bribe.

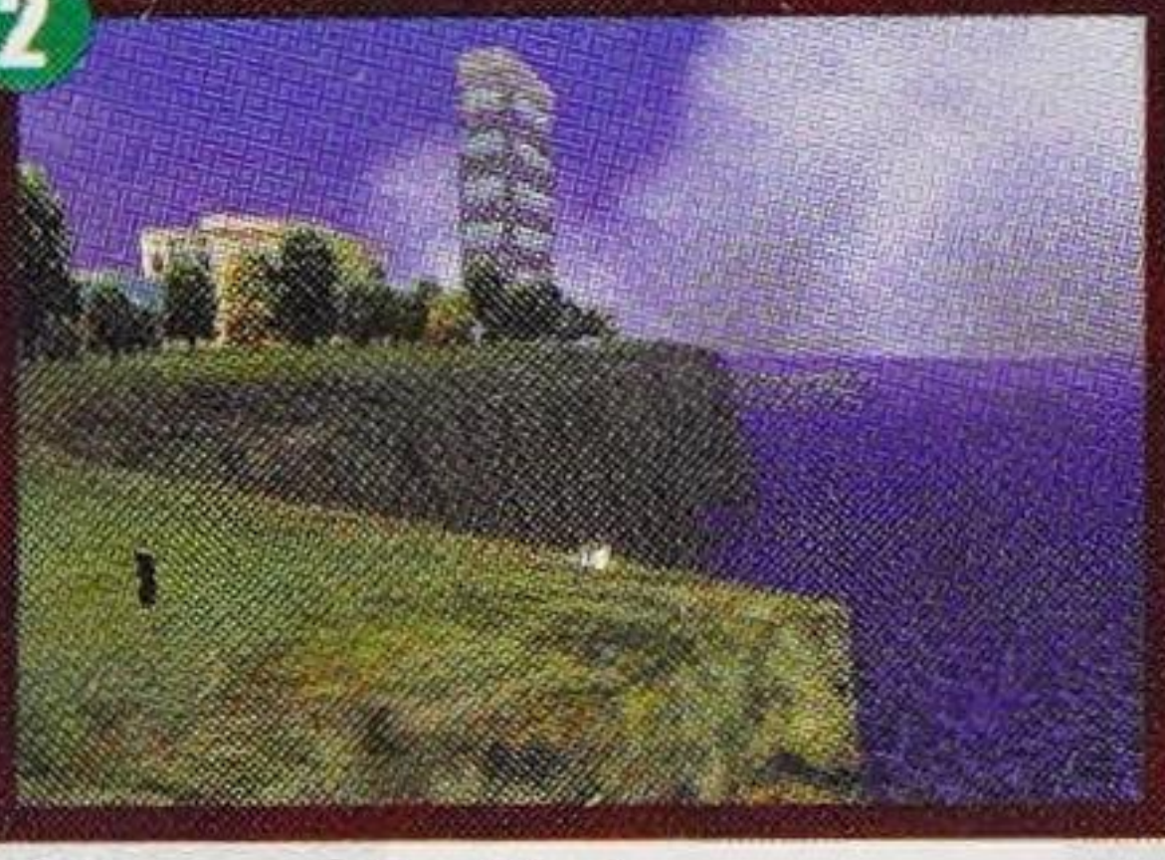
SHORESIDE VALE HIDDEN PACKAGES

1



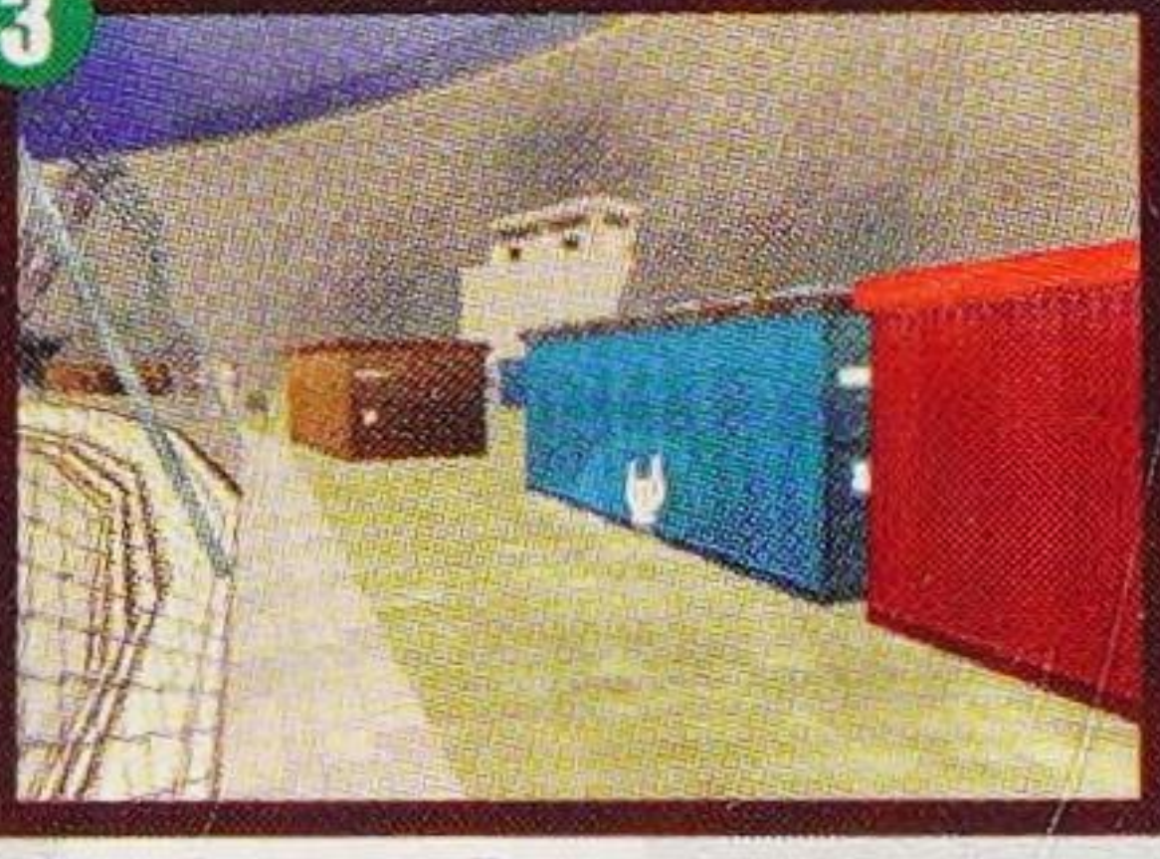
Cedar Grove
In the tunnel next to the barricaded intersection.

2



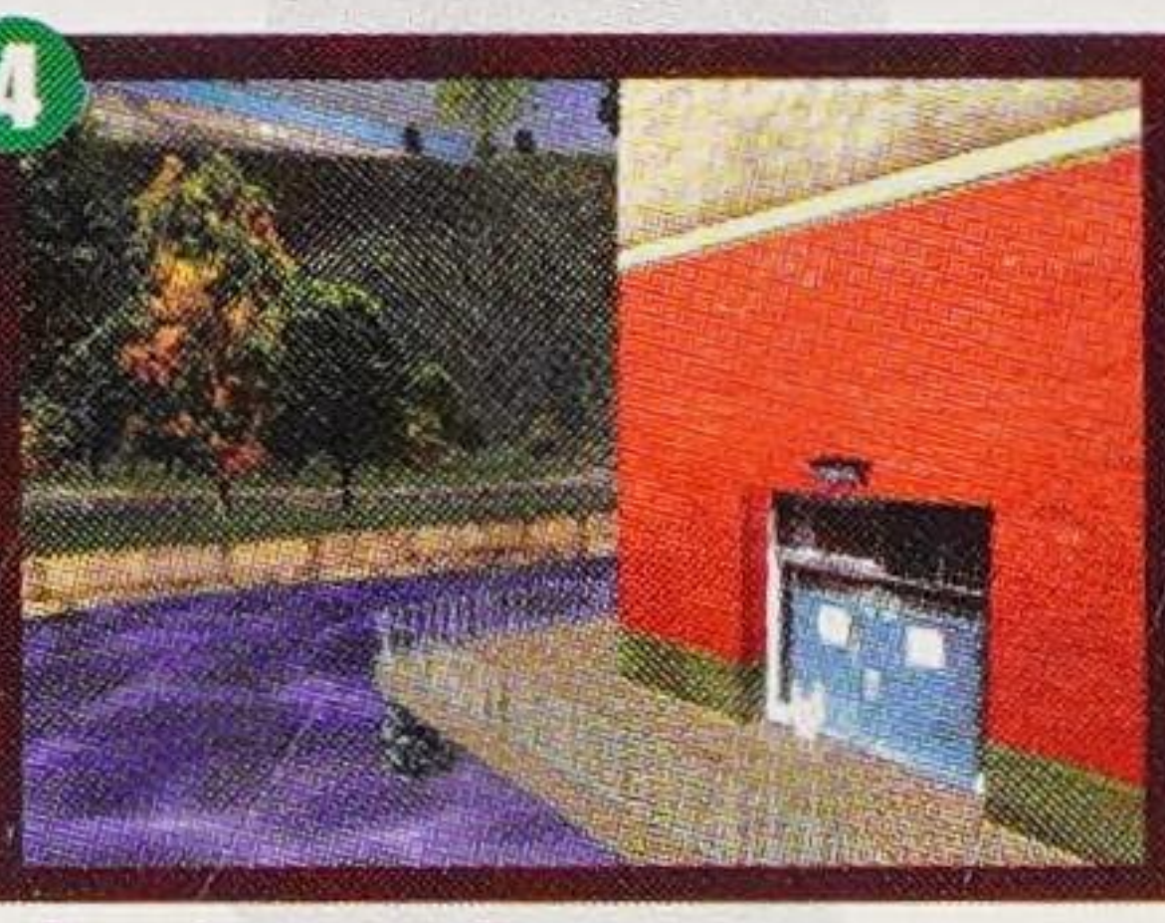
Shoreside Vale
On the edge of the coastline cliff, west of Cochrane Dam on the peninsula.

3



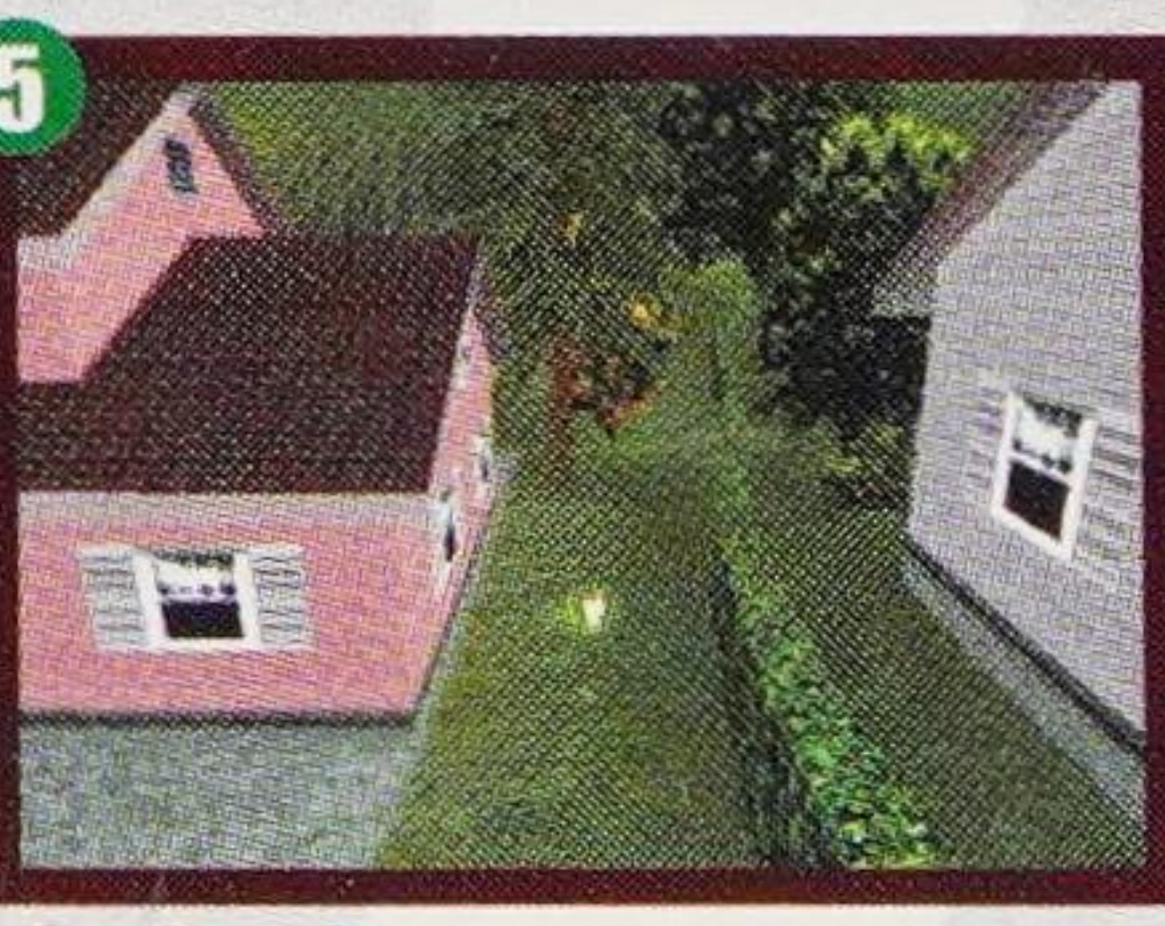
Cochrane Dam
Behind red and blue shipping containers, near the fence overlooking water.

4



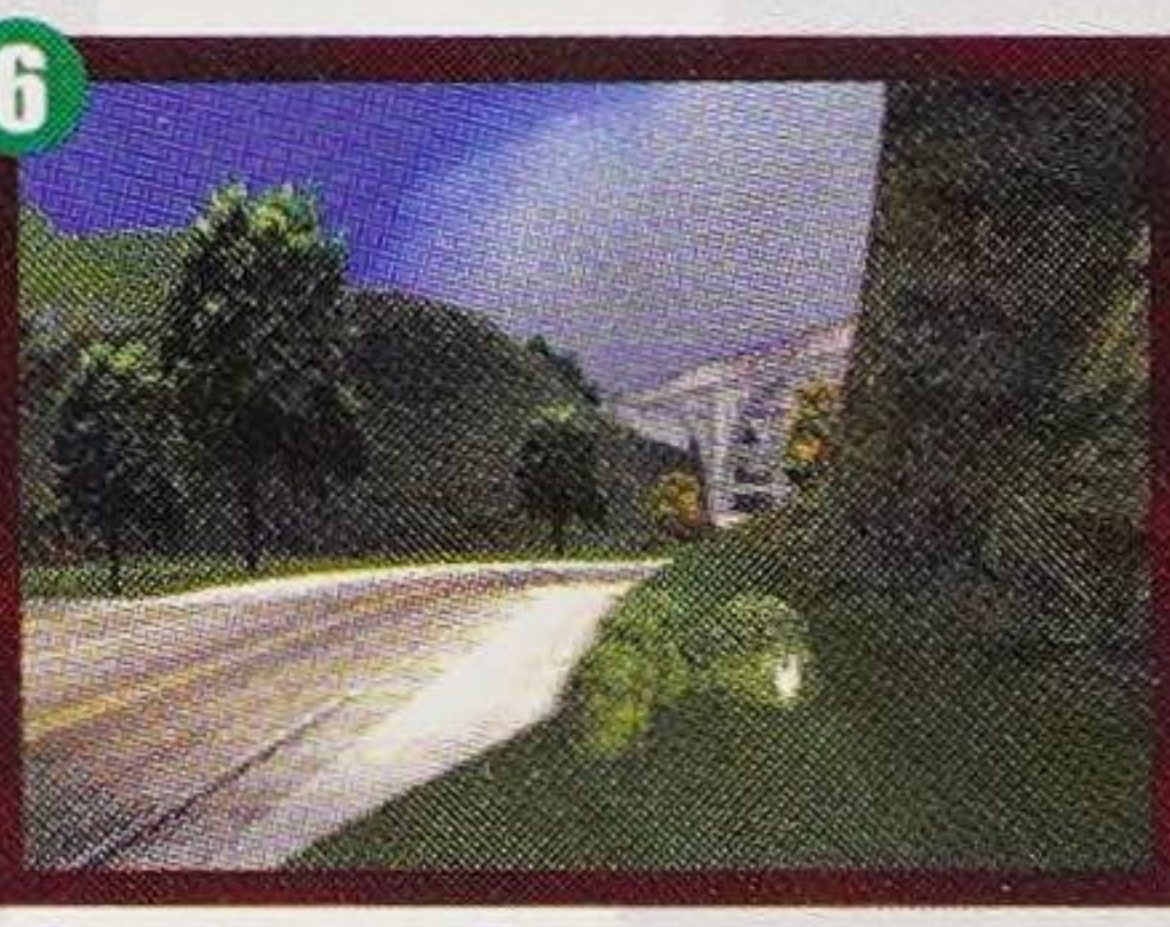
Cochrane Dam
On the dam facility pier/metal walkway.

5



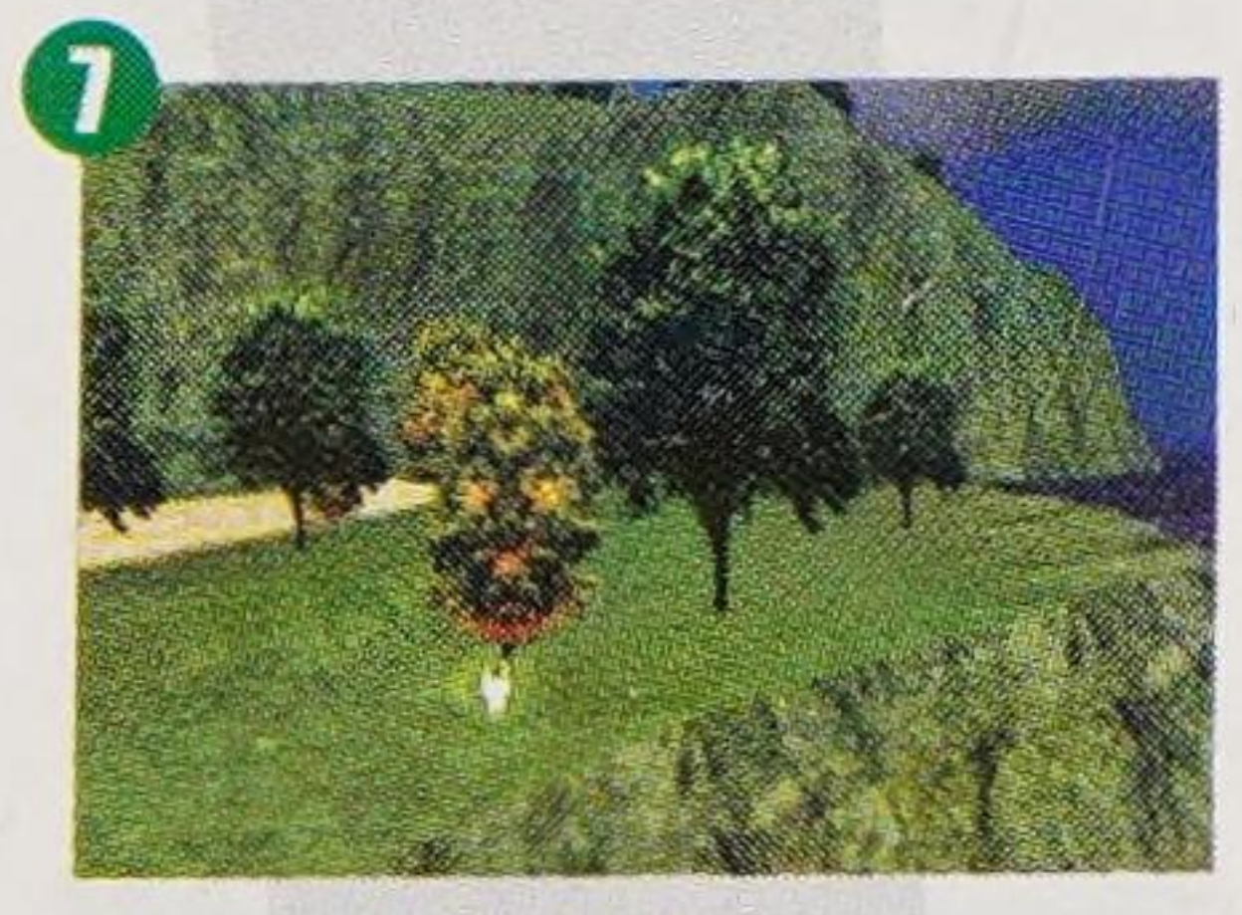
Cedar Grove
In the yard beside the third house from the Colombian Mansion. In a narrow yard between house and the hedge.

6



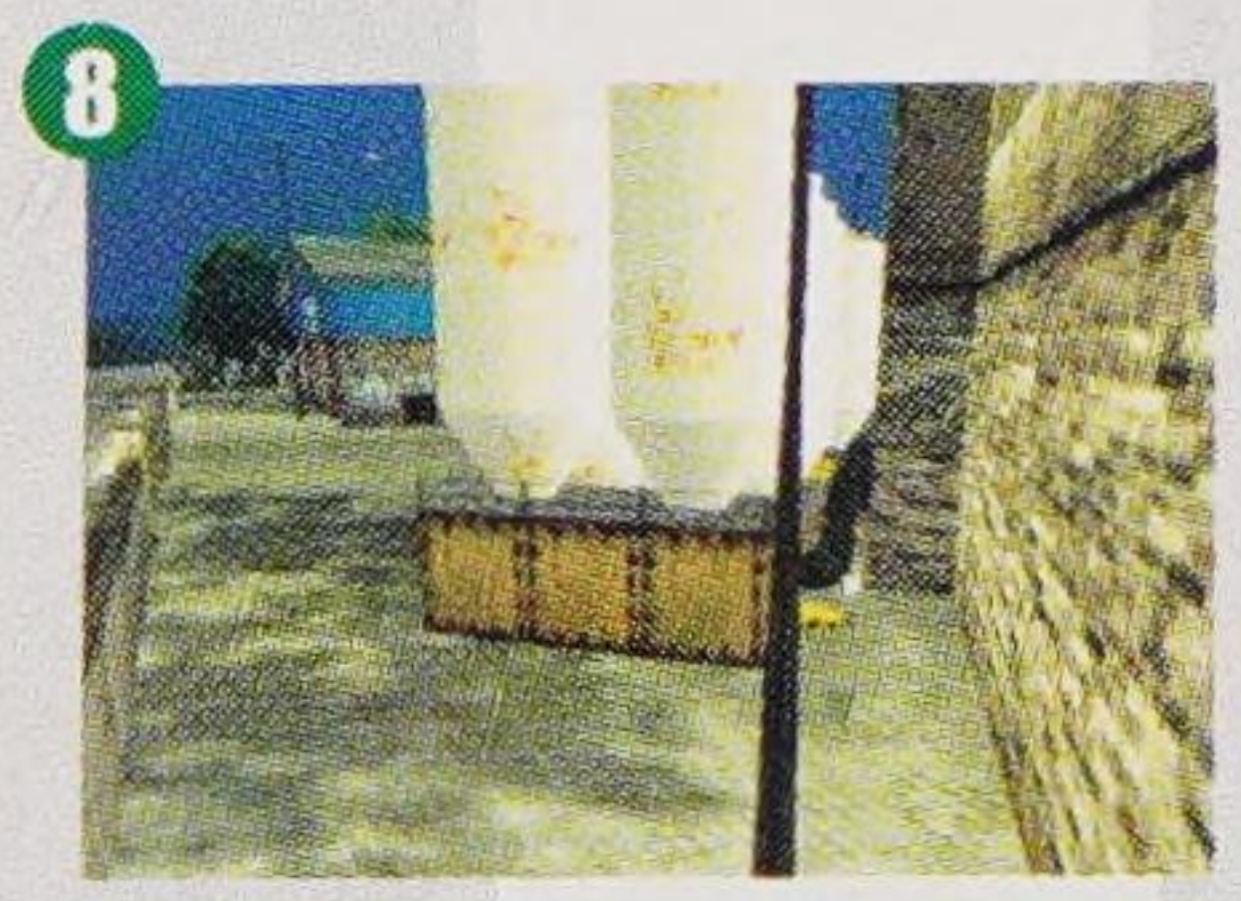
Cochrane Dam
Just off the Cochrane Dam's lower looping road, behind a line of rocks near the cliff side.

7



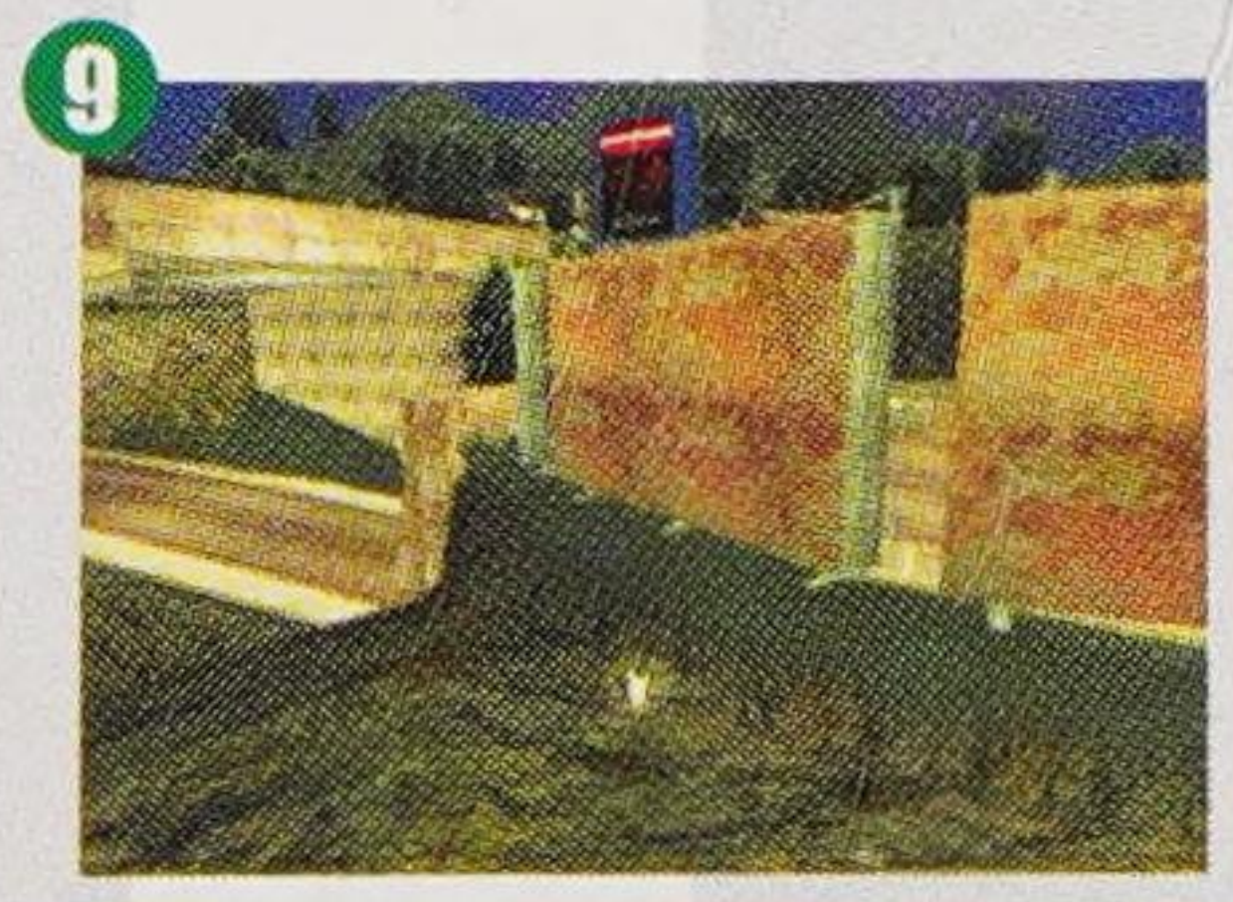
Shoreside Vale
On the grassy coast of the picnic area.

8



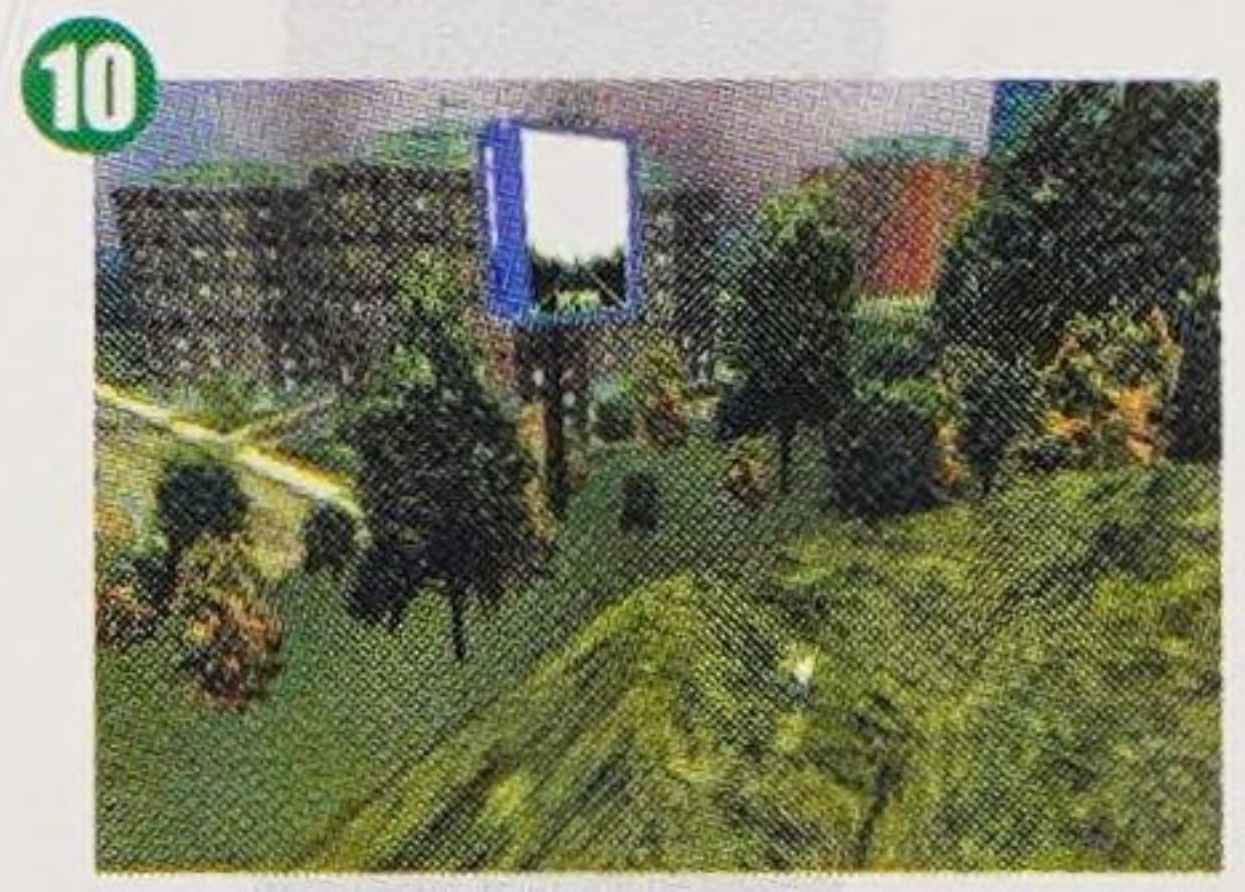
Pike Creek
In the Undercover Storage Company yard, behind the white tanks with yellow bases, in a nook beside the warehouse wall.

9



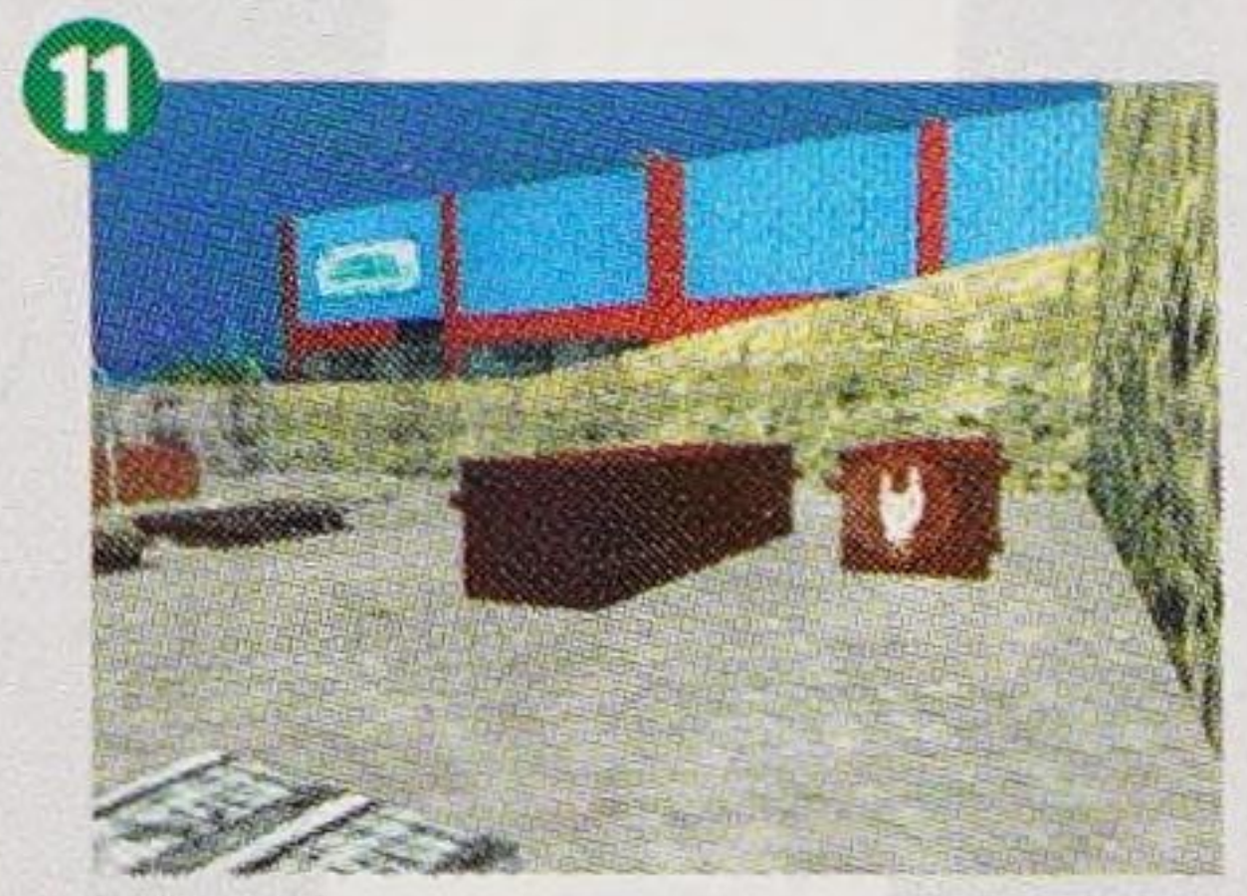
Cedar Grove
Behind "The Third Leg" billboard on a curvy road to Wichita Gardens.

10



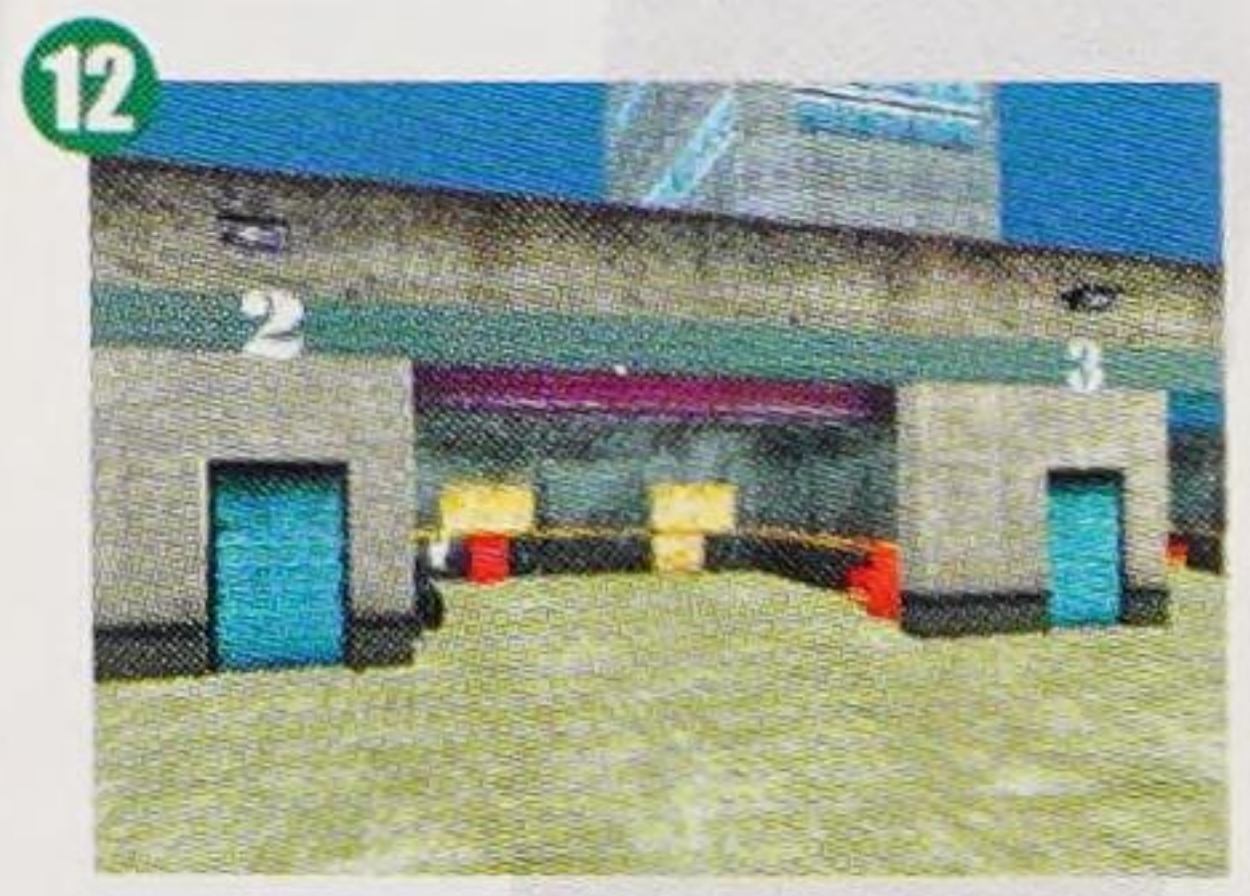
Cedar Grove
On the mountainside. Go down the mountain from the high road.

11



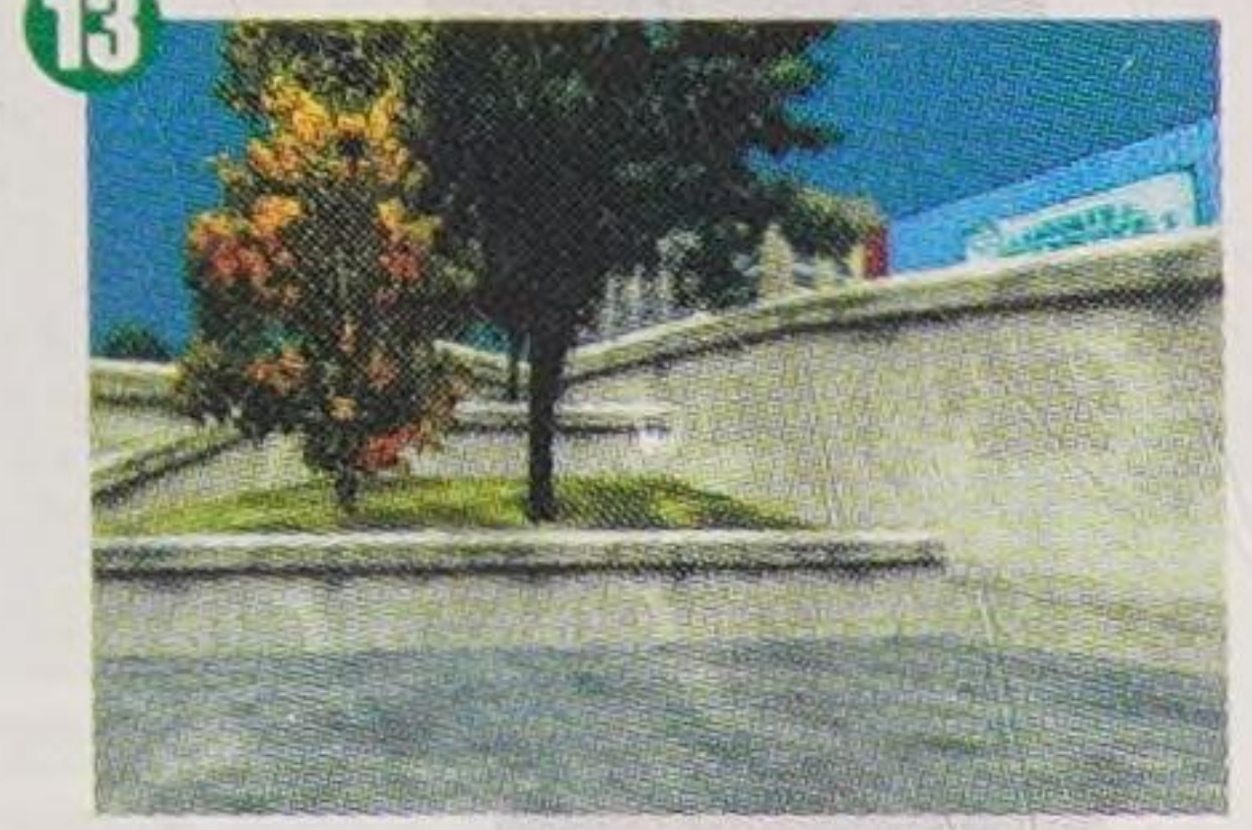
Pike Creek
Behind wood piles in a fenced-in back lot. Walk through the fence opening near the concrete road wall.

12



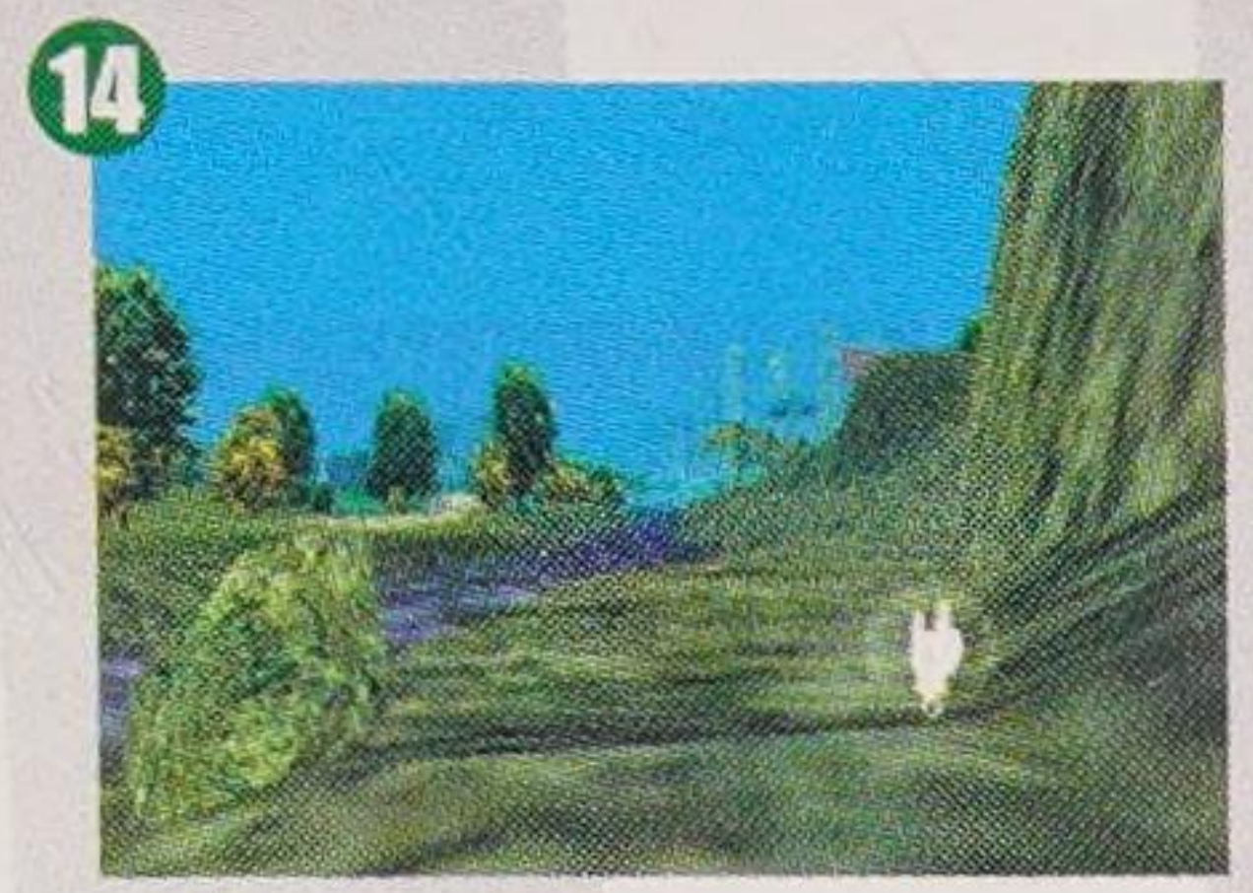
Pike Creek
In one of the garages in the lot behind the police station.

13



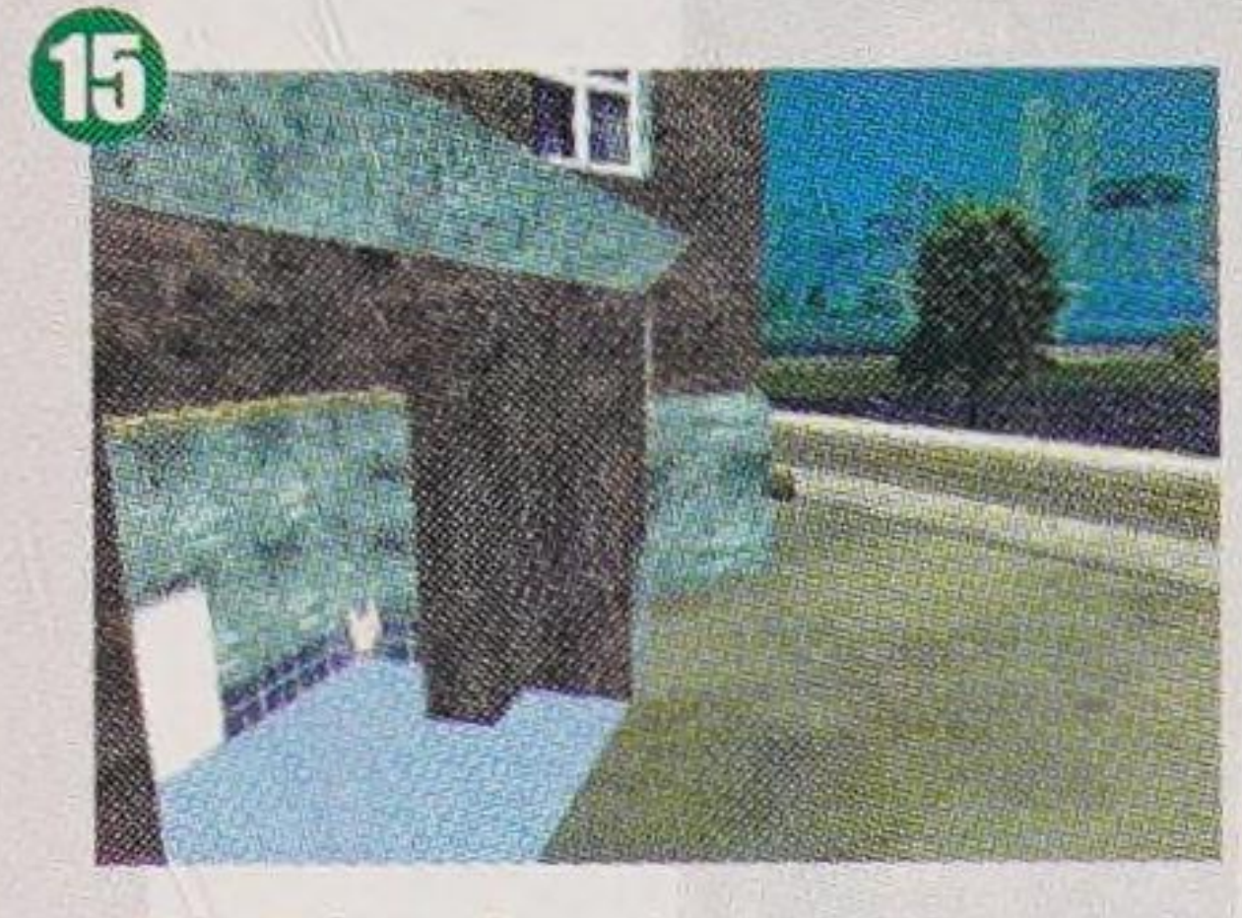
Pike Creek
In the corner tree planter in the back lot of the AM Petroleum Company building.

14



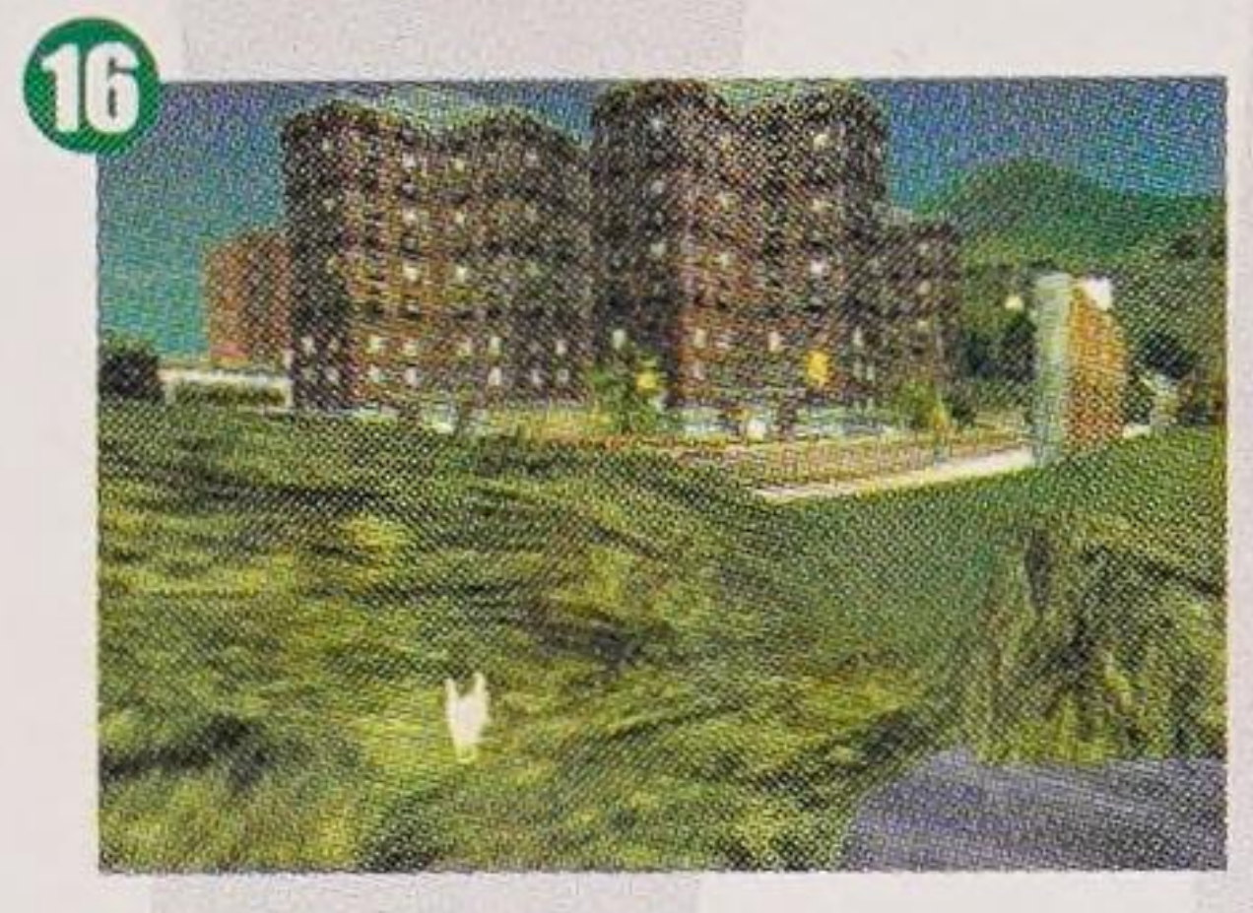
Wichita Gardens
On the west side of the Shoreside River, on the rocky coastline.

15



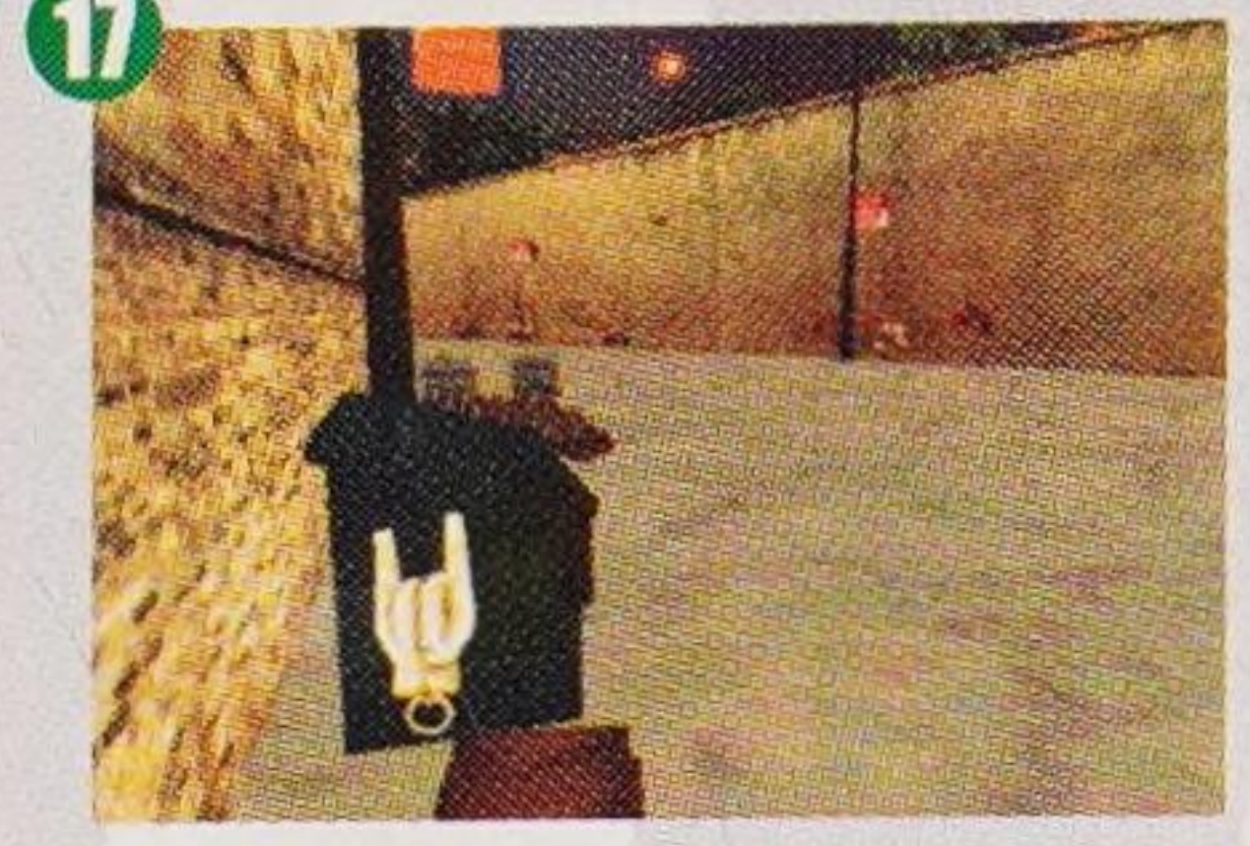
Wichita Gardens
In a nook next to a doorway of the same apartment building as your safe house in Grand Theft Auto 3 (not the same doorway).

16



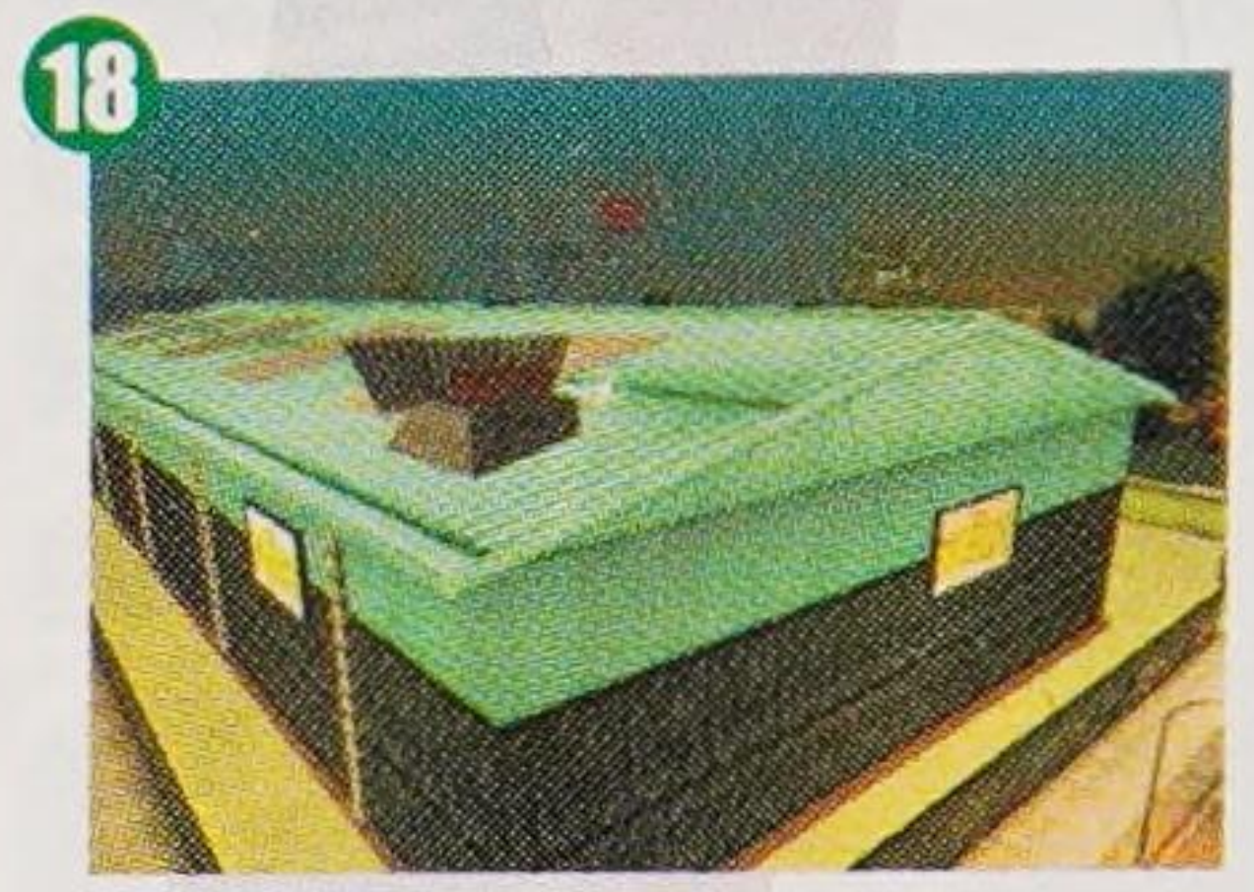
Wichita Gardens
On the rocky shoreline.

17



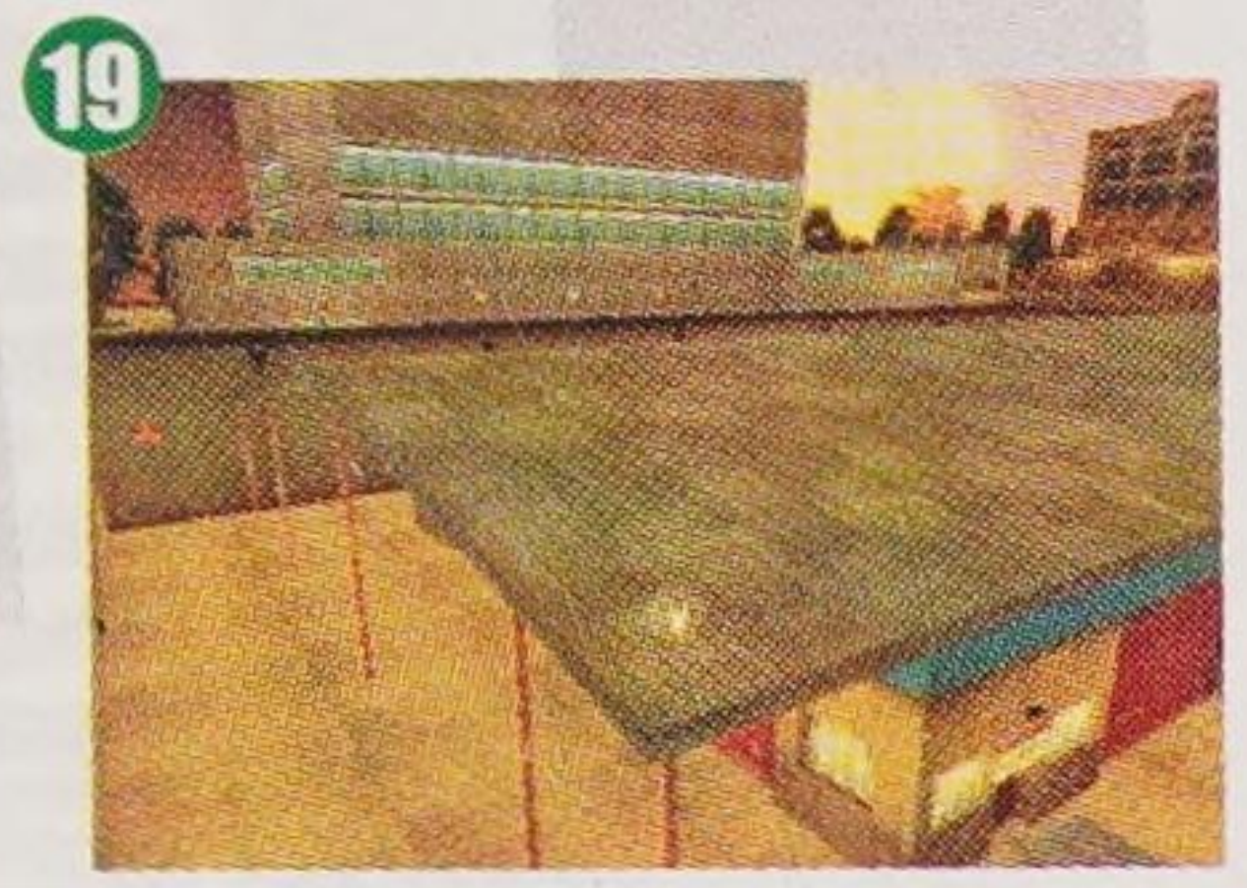
Pike Creek
Beside a dumpster in the back lot of Donald Love's Flop House.

18



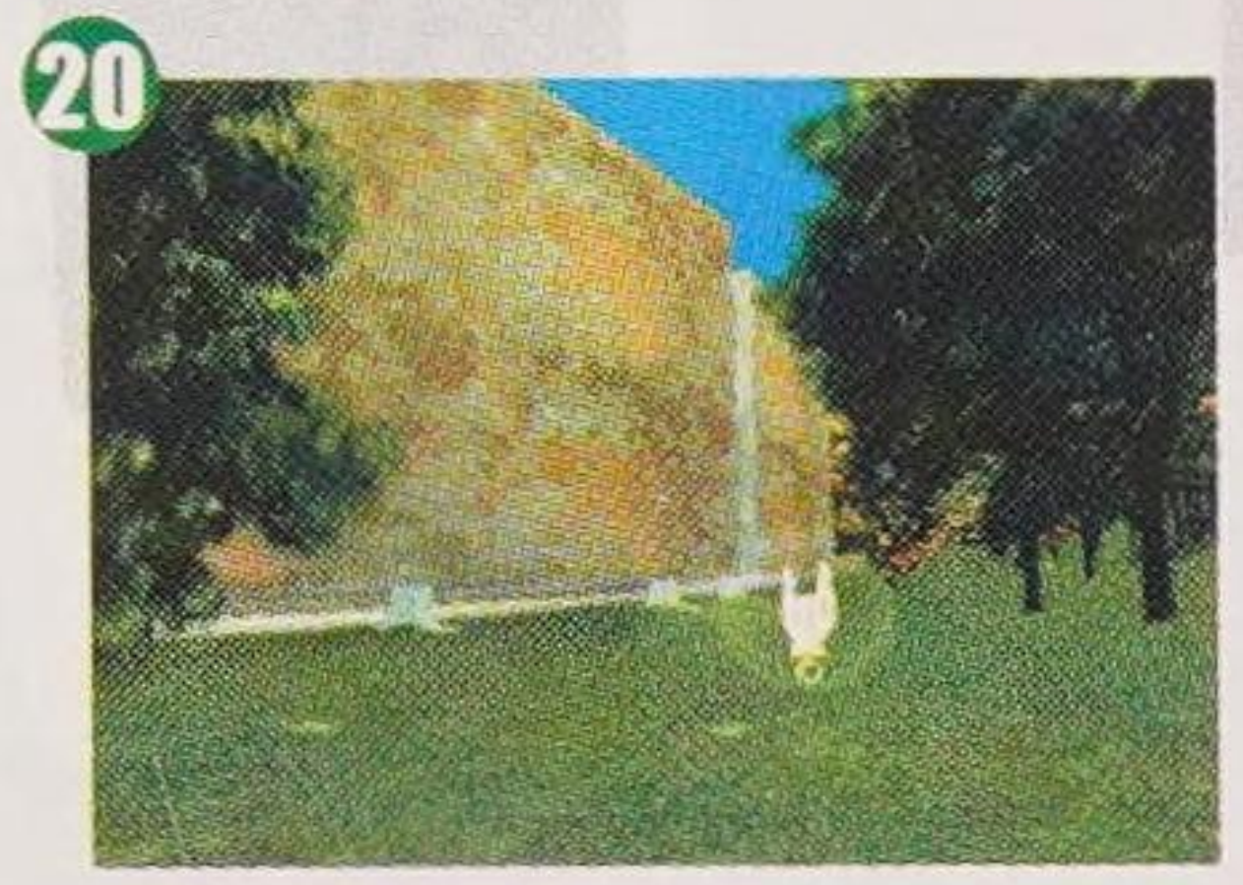
Pike Creek
On the rooftop of the KLUNT warehouse near a Unique Stunt Jump ramp on the edge of the roof. Use the roof access stairs on the east side of the KLUNT building.

19



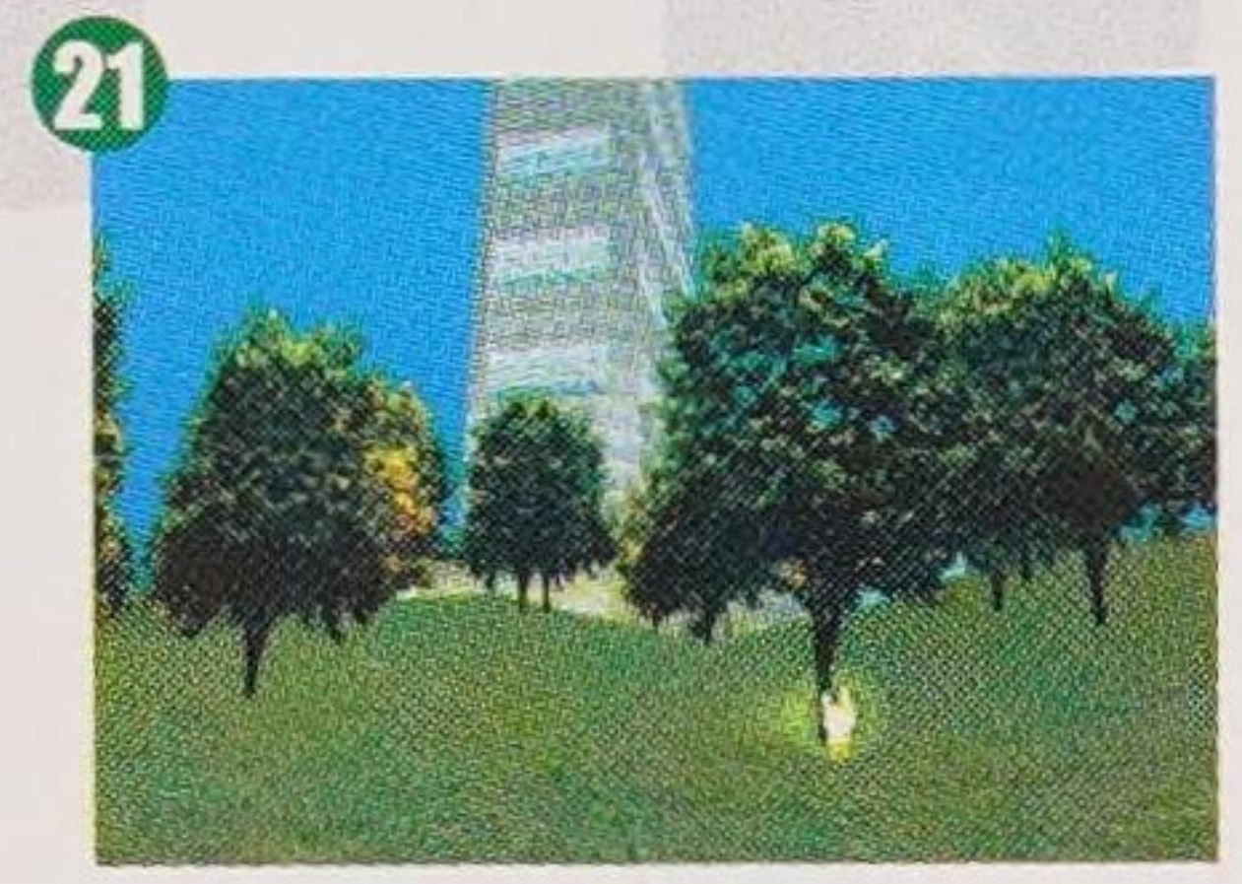
Pike Creek
On the edge of the warehouse rooftop. Pull an ambulance around to the back side of the Hospital. Jump up onto the roof of the ambulance, onto the Hospital back wall, and then hop the gap to land on the rooftop of the warehouse to get the package.

20



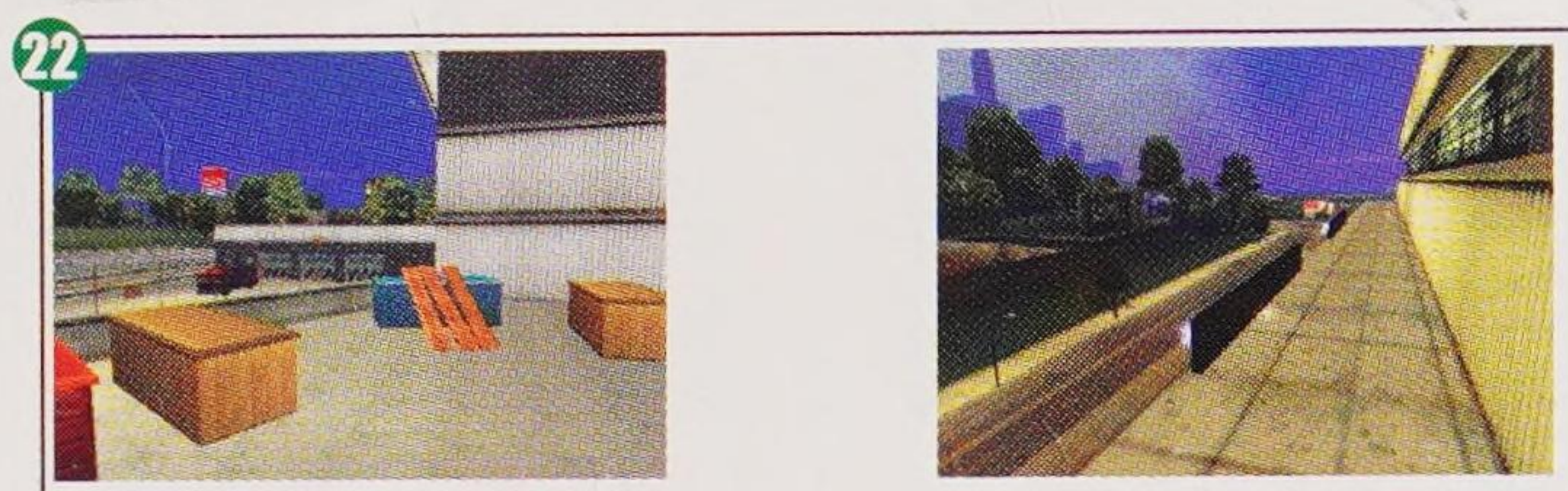
Wichita Gardens
Behind a Kronos billboard off the main road, near a bridge and the airport.

21



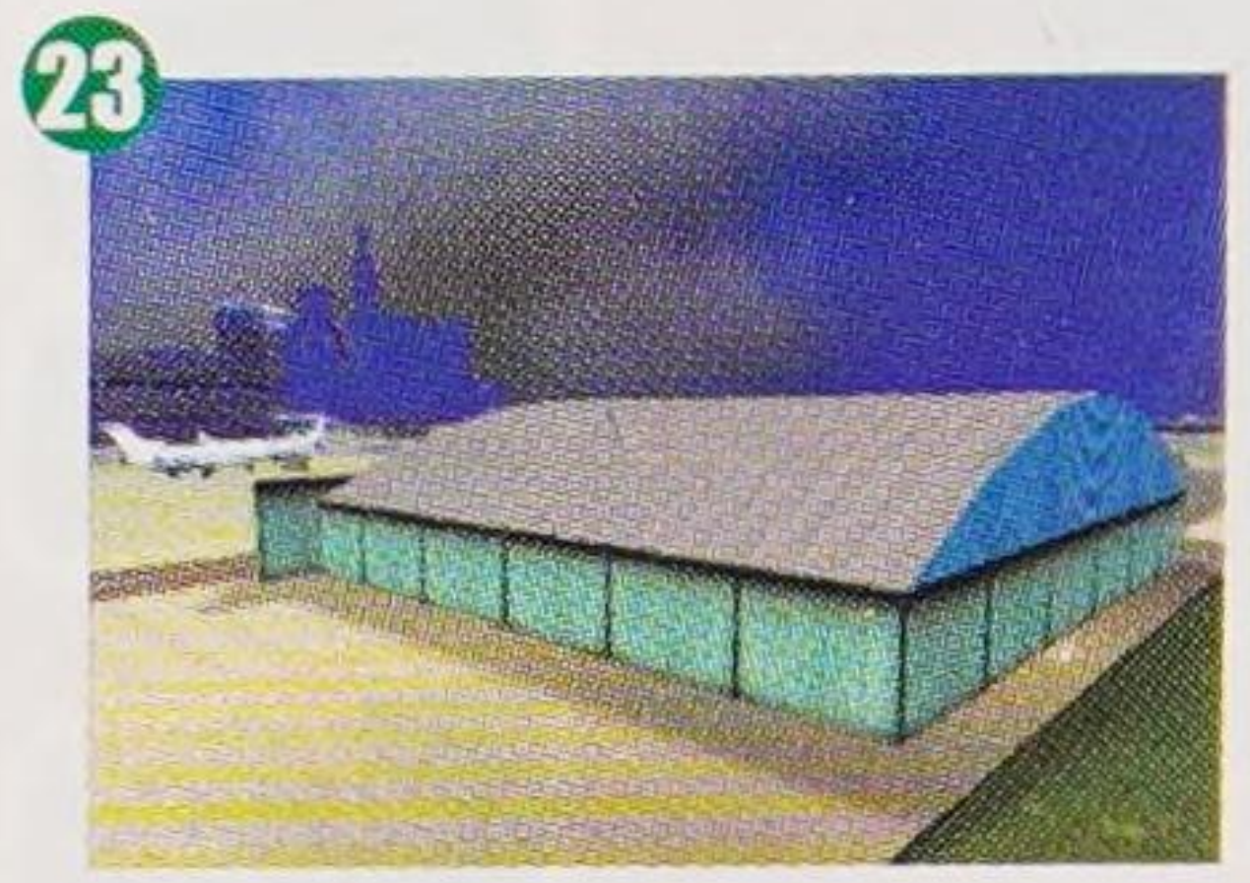
Francis Intl. Airport
In the grassy field south of Pike Creek, before the northernmost airport road.

22



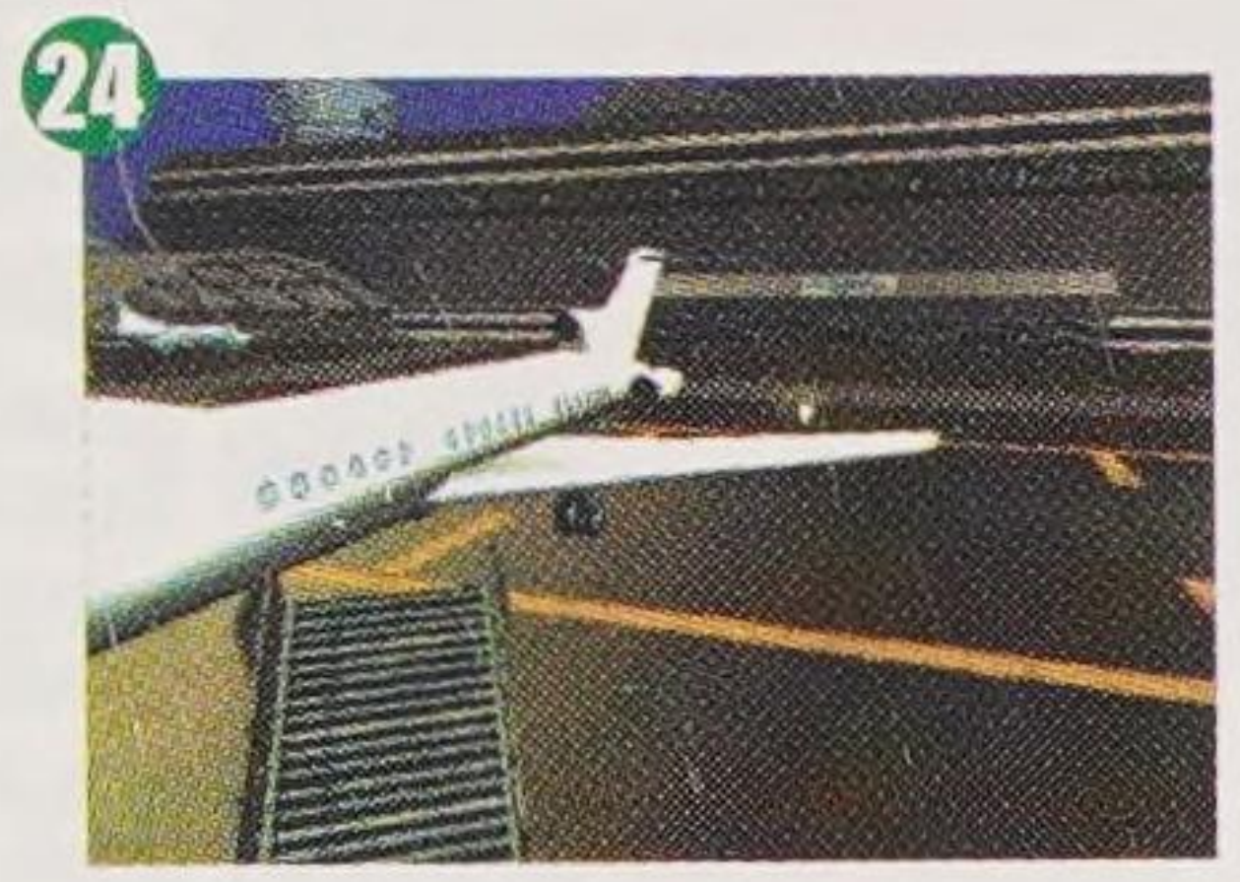
Francis Intl. Airport
On top of the airport entrance overhang. You must use the wooden ramp, behind the wall near the fire station in the rear of the airport, to jump over the fire station and onto the rooftop. Drive around to the front to get this package behind a sign. Keep driving around to get a python and jump to the hangar rooftop around the next corner (northeast) to find the M60.

23



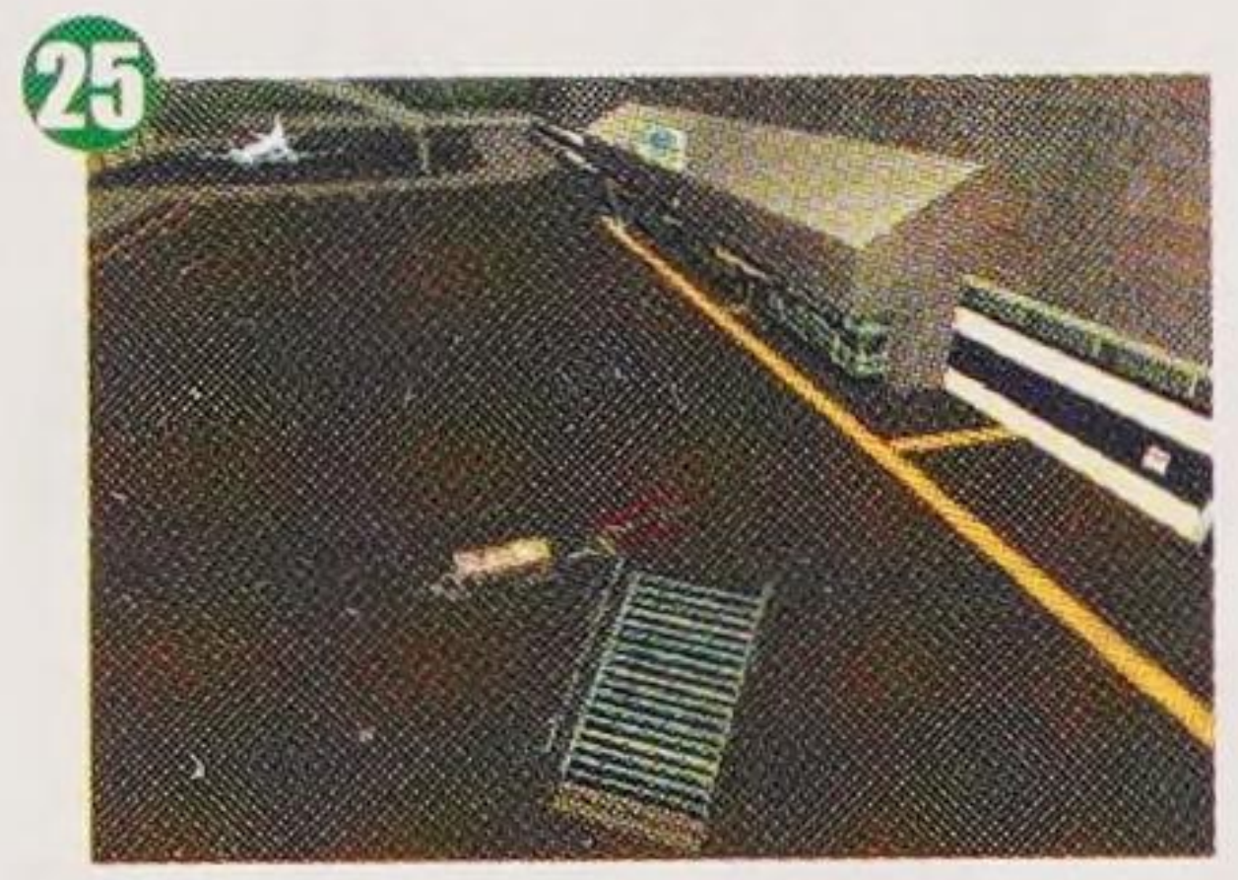
Francis Intl. Airport
Behind the northwest (Avery's) hangar.

24



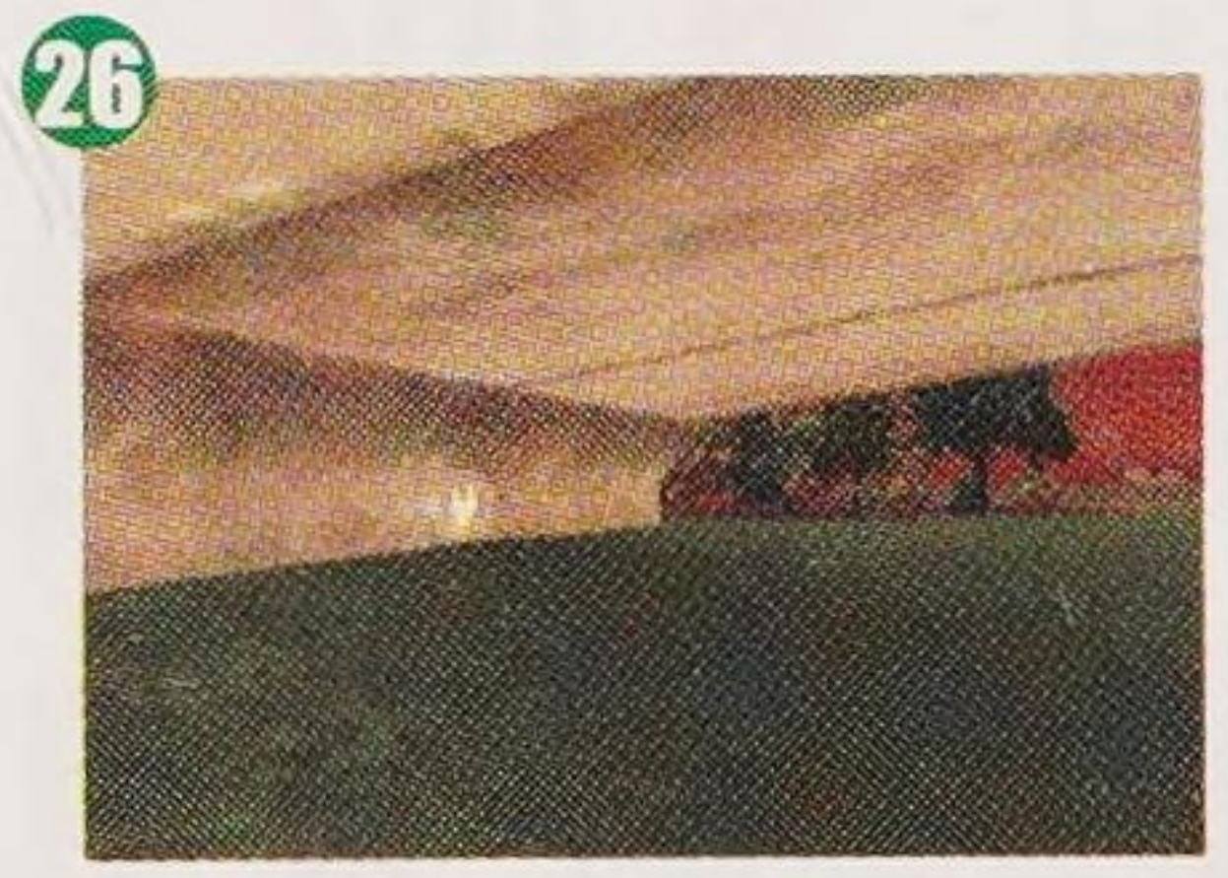
Francis Intl. Airport
On top of the plane. Jump up onto it with bike. The package is on the wing.

25



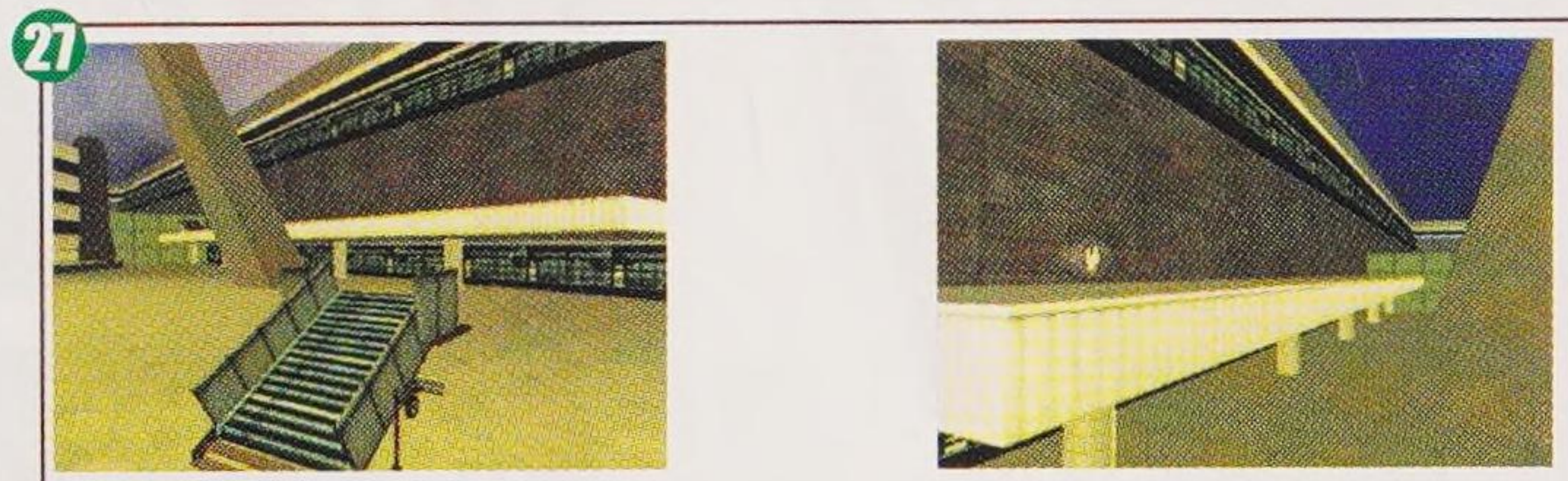
Francis Intl. Airport
Use the passenger stairs to jump onto a door overhang. The package is behind the liberty airport sign.

26



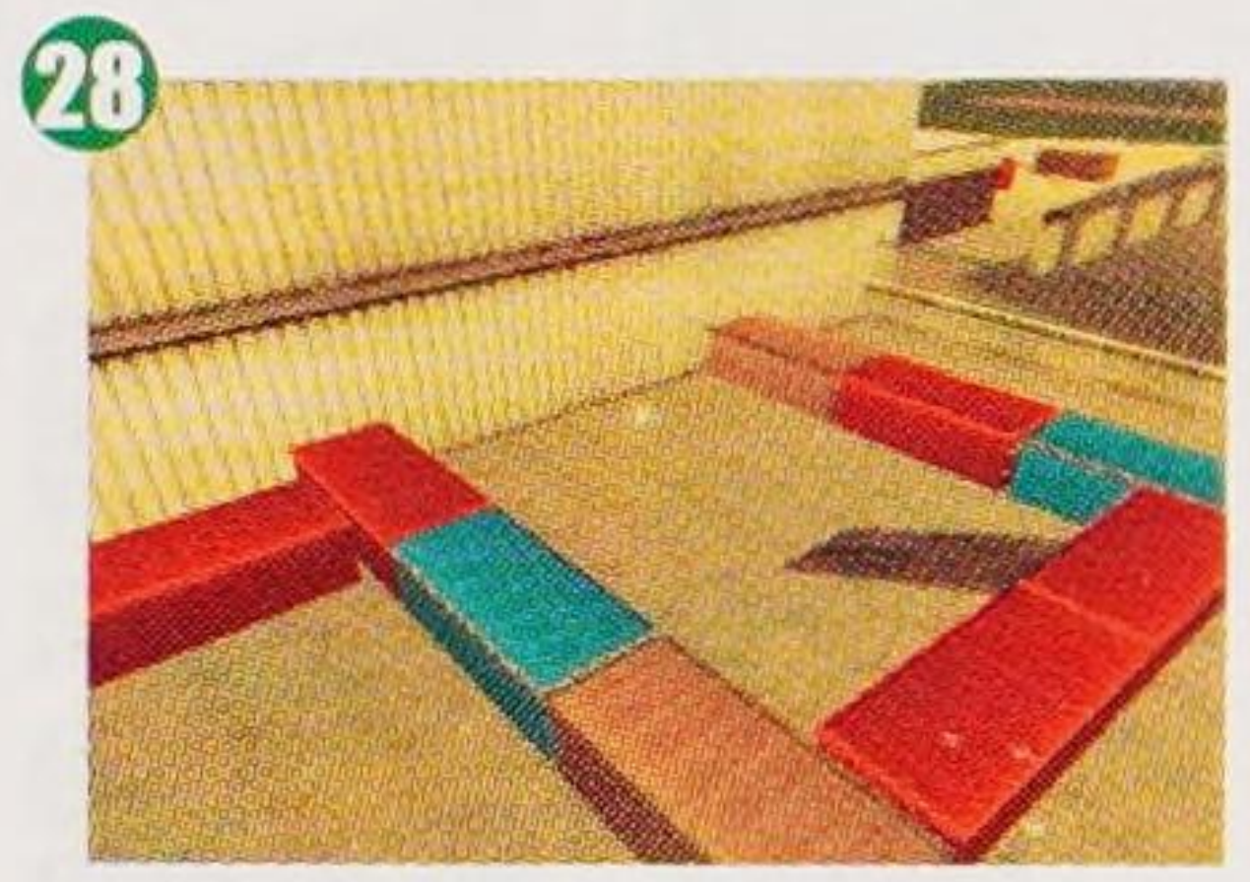
Francis Intl. Airport
Under the elevator bridge.

27



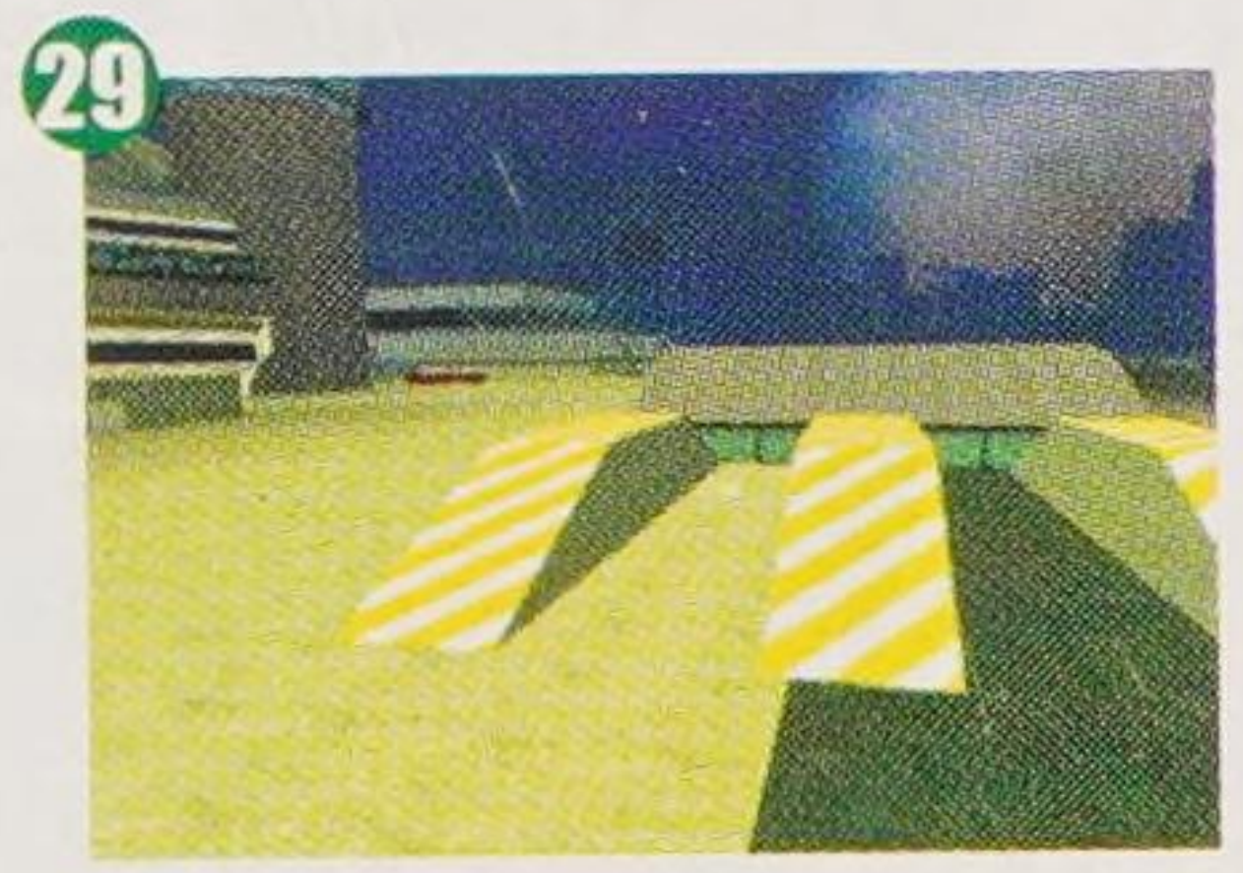
Francis Intl. Airport
Use the passenger stairs and roof ramp to the north to jump onto the overhang where this package is located.

28



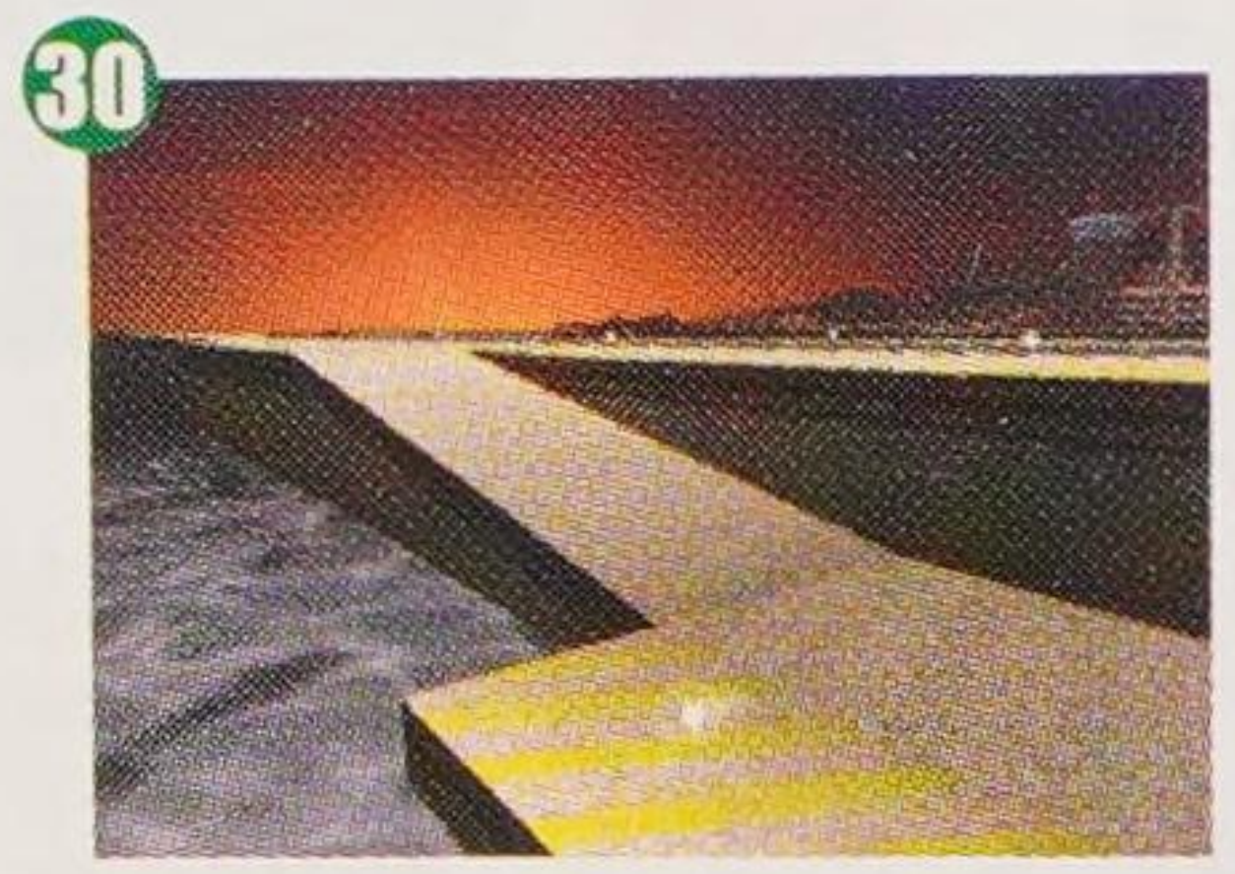
Francis Intl. Airport
Back up to the wall (the fire station is on other side) and speed south over the distant passenger stairs to jump into the center of some arranged shipping containers. The package is in the middle of the containers. Use the ramp inside to escape.

29



Francis Intl. Airport
Between the yellow stripped ramps near a runway.

30



Francis Intl. Airport
On the lowest tier of the southernmost runway. Drive down the ramp. The Package is on the edge, near the water.

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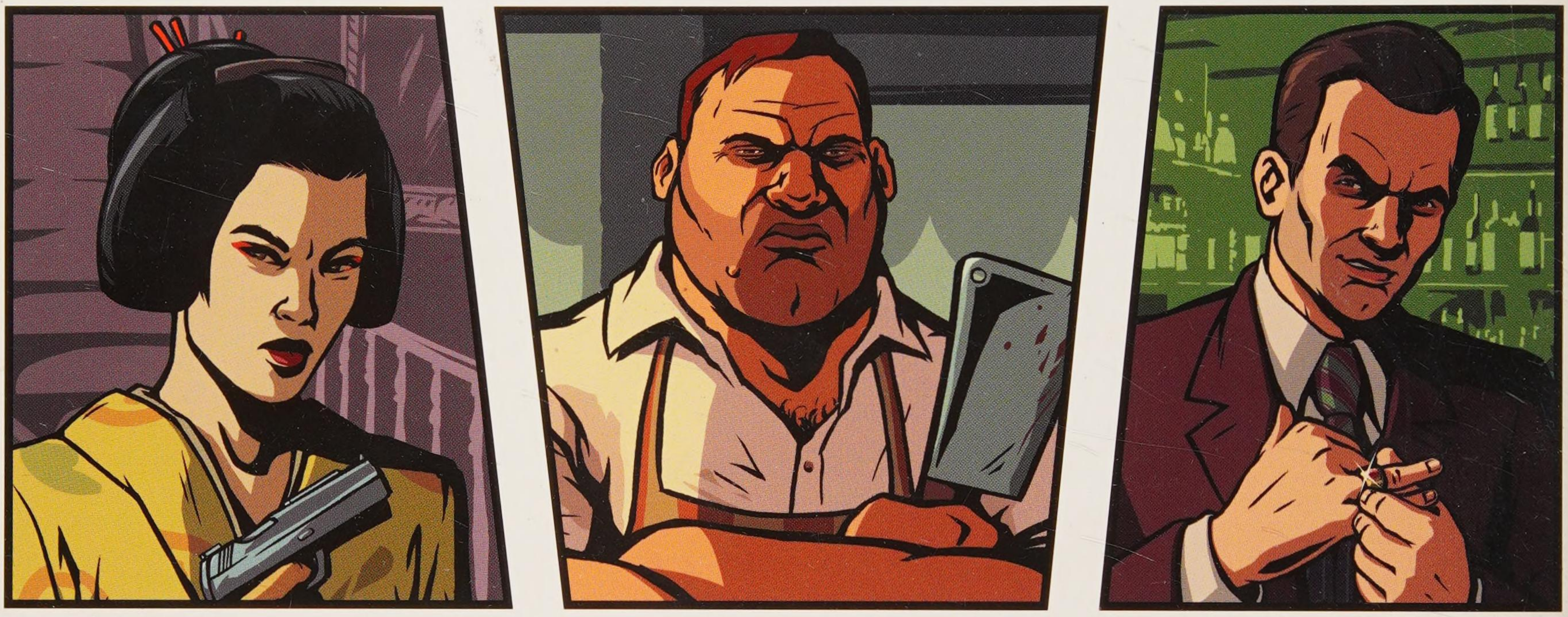

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